

Title: **Elves of Amanereli - Paint adventure**
Post by: **DarkerDark** on **April 26, 2010, 01:47:39 am**

The Elves of Amanereli: The Caravan

From the four corners of the Tranquil Woods, the emerald cloaked Elves of Amanereli come. They come to Eyoaslef, home of their Queen, Lothena Temperedwinds.



The Queen speaks before the great assembly of Elves. She speaks of the vast empires of the world, the Feudal Humans who live in vast cities to the south, the Insidious Goblins who lurk in the mountains to the East, and finally, of the Dwarves who reside in lands not yet set upon by Elven feet.

The Queen, in her infinite wisdom has come up with a grand idea, one that will immortalize the nation name of Amanereli, carrying it well beyond the Age of Myth! She speaks of course, of venturing forth into the Dwarven lands. To do trade with those wondrous mountain people! She proposes assembling a Trade Caravan the likes of which this world has never seen! The Dwarves of the far East will know the people of Amanereli as powerful and prosperous!



There is a murmur among the crowd. It is true, the Elvish nation of Amanereli is the most prosperous and powerful empire the world over. The numbers gathered here in this Forest Retreat outnumber the Humans and Goblins combined nearly two to one. Surely the Elves of Amanereli should use this power to spread peace throughtout the world? Trading with the Dwarves would be the first step in securing diplomatic relations on the road to world peace!

Slowly the Queen raised a hand, "To show these Dwarves the wealth of Amanereli, I ask that every elf in my presence donate a single item of worth to the caravan. Let the Dwarves see firsthand the prosperity of Amanereli's children!"



Every elf worth his weight in Rope Reed slowly nodded in acceptance. The Queen's wish will be fulfilled. The greatest trade caravan to have ever crossed these lands will set forth from Amanereli!

Rules and such:

You are the elves of Amanereli!

I am the story teller, a gamemaster of sorts. I will progress the story, of which you have a direct influence upon. Generally, at the end of each illustrated post, I will ask you for input on what to do next. You must put yourself in the rope reed sandals of an elf. Post instructions that you and your fellow elves will attempt to carry out. If you like another poster's idea, quote his post and say "this". Doing this will further influence me to carry the story in that direction. This is a group effort, you are but one voice in a sea of elves... or however many elves end up coming along, we'll decide that when the caravan sets out.

Keep in mind... **ELVES WILL DIE**. Yes, sooner or later, the weedy little tree huggers are going to get themselves into trouble, and gore will begin to fly! Elves dying under your control will not prevent you from making further posts. But don't be surprised if the other Elves stop listening to your bright ideas.

The Goal: **Make it to the Dwarf Mountain Home of Copper Gates with the least amount of elf deaths and the most amount of trade goods.** Keep in mind that trade goods are more important than elves. After all, the final trade deal will hinge on what kind of goods survive the journey. But if you run out of Elves, it's game over, the Caravan failed. **DO NOT LET THE CARAVAN FAIL!**

Notes: Typical MS-Paint style adventure. I wanted to try my hand at one to see if I actually have what it takes. Plus, I'm really bored, waiting for an unbuggy version of DF2010 to come out. Posts will probably be around the weekend, as that's when I have the most amount of drawing time.

So! Brave Elves of Amanereli! It is up to you to choose which trade goods you want to bring to the Dwarves. But keep in mind, you're Elves, not Humans. Once we have an assortment of goods, we can venture forth out of the woods and press towards Copper Gates! Now, what to bring?

To allow people to keep track of updates a little better, Samthere has made a convenient set of links which I've posted below.

The story so far:

- Update 1 (<http://www.bay12forums.com/smf/index.php?topic=55601.msg1199403#msg1199403>)
- Update 2 (<http://www.bay12forums.com/smf/index.php?topic=55601.msg1202649#msg1202649>)
- Update 3 (<http://www.bay12forums.com/smf/index.php?topic=55601.msg1203674#msg1203674>)
- Update 4 (<http://www.bay12forums.com/smf/index.php?topic=55601.msg1208607#msg1208607>)
- Update 5 (<http://www.bay12forums.com/smf/index.php?topic=55601.msg1213084#msg1213084>)
- Update 6 (<http://www.bay12forums.com/smf/index.php?topic=55601.msg1215725#msg1215725>)
- Update 7 (<http://www.bay12forums.com/smf/index.php?topic=55601.msg1220592#msg1220592>)
- Update 8 (<http://www.bay12forums.com/smf/index.php?topic=55601.msg1227832#msg1227832>)
- Update 9 (<http://www.bay12forums.com/smf/index.php?topic=55601.msg1237223#msg1237223>)
- Update 10 (<http://www.bay12forums.com/smf/index.php?topic=55601.msg1244478#msg1244478>)
- Update 11 (<http://www.bay12forums.com/smf/index.php?topic=55601.msg1247425#msg1247425>)
- Update 12 (<http://www.bay12forums.com/smf/index.php?topic=55601.msg1251429#msg1251429>)
- Update 13 (<http://www.bay12forums.com/smf/index.php?topic=55601.msg1257353#msg1257353>)
- Update 14 (<http://www.bay12forums.com/smf/index.php?topic=55601.msg1276190#msg1276190>)
- Update 15 (<http://www.bay12forums.com/smf/index.php?topic=55601.msg1278818#msg1278818>)
- Update 16 (<http://www.bay12forums.com/smf/index.php?topic=55601.msg1373562#msg1373562>)
- Update 17 (<http://www.bay12forums.com/smf/index.php?topic=55601.msg1382720#msg1382720>)
- Update 18 (<http://www.bay12forums.com/smf/index.php?topic=55601.msg1390941#msg1390941>)
- Update 19 (<http://www.bay12forums.com/smf/index.php?topic=55601.msg1848870#msg1848870>)
- Update 20 (Jan 05) (<http://www.bay12forums.com/smf/index.php?topic=55601.msg1857672#msg1857672>)
- Update 21 (Jan 10) (<http://www.bay12forums.com/smf/index.php?topic=55601.msg1871708#msg1871708>)
- Update 22 (Feb 22) (<http://www.bay12forums.com/smf/index.php?topic=55601.msg2007700#msg2007700>)
- Update 23 - Sidestory! (Jul 11) (<http://www.bay12forums.com/smf/index.php?topic=55601.msg2430891#msg2430891>)
- Update 24 - Sidestory! (Jul 17) (<http://www.bay12forums.com/smf/index.php?topic=55601.msg2450936#msg2450936>)
- Update 25 - Not Dead Yet! (Dec 13) (<http://www.bay12forums.com/smf/index.php?topic=55601.msg2829323#msg2829323>)

Fanarts and shenanigans of various sorts:

- Amala prays to the god of tears Fanart by Rumrusher (<http://www.bay12forums.com/smf/index.php?topic=55601.msg2301618#msg2301618>)
- When good elves go bad Fanart by The Fool (<http://www.bay12forums.com/smf/index.php?topic=55601.msg2753000#msg2753000>)
- Notsafeforworkantics Fanart by Robocorn (<http://www.bay12forums.com/smf/index.php?topic=55601.msg2809070#msg2809070>)
- The Distinguished torch Shenanigans by shome (<http://www.bay12forums.com/smf/index.php?topic=55601.msg1242676#msg1242676>)
- We're being watched Shenanigans by Samthere (<http://www.bay12forums.com/smf/index.php?topic=55601.msg1258699#msg1258699>)
- Thinking of you babe Shenanigans by Cerol Lenslens (<http://www.bay12forums.com/smf/index.php?topic=55601.msg2454449#msg2454449>)

DarkerDark's miscellaneous artwork (warning! May contain giant four armed rat men of doom!):

- Drawing tools comparison (<http://www.bay12forums.com/smf/index.php?topic=55601.msg2278977#msg2278977>)
- Lizardmen nobles and flying contraptions (<http://www.bay12forums.com/smf/index.php?topic=55601.msg2727893#msg2727893>)
- People only wish this was a cutebold (<http://www.bay12forums.com/smf/index.php?topic=55601.msg2728130#msg2728130>)
- Digging your DOOOOOOOM (<http://www.bay12forums.com/smf/index.php?topic=55601.msg2729433#msg2729433>)
- Giant four armed rat man of DOOOOOOM (<http://www.bay12forums.com/smf/index.php?topic=55601.msg2734913#msg2734913>)
- The Elves of Amanereli meet a troll (<http://www.bay12forums.com/smf/index.php?topic=55601.msg2736132#msg2736132>)
- An epic tale (<http://www.bay12forums.com/smf/index.php?topic=55601.msg2752918#msg2752918>)

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **silhouette** on **April 26, 2010, 01:58:47 am**

CAGED ANIMALS.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ExKirby** on **April 26, 2010, 02:00:39 am**

Some assorted herbs.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Emperor_Jonathan** on **April 26, 2010, 02:01:46 am**

Quote from: [silhouette](#) on April 26, 2010, 01:58:47 am
CAGED ANIMALS.

Caged Elephants.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **cowofdoom78963** on **April 26, 2010, 02:11:22 am**

barrels upon barrels of strawberry wine.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Acanthus117** on **April 26, 2010, 02:14:32 am**

nice AWESOME drawing style.

Watching for great justice.

Also, SUNBERRIES. SUNBERRIES WILL MAKE DORFS HAPPY

(I wish that I could draw like you :U)

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Vester** on **April 26, 2010, 02:28:22 am**

O_o

Quote from: Acanthus117 on April 26, 2010, 02:14:32 am
(I wish that I could draw like you :U)

This.

You are arty. You have the arts.

...

Bring lots of rope reed. And pipes.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **silhouette** on **April 26, 2010, 02:29:44 am**

THE QUEENS VIRGINITY!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Acanthus117** on **April 26, 2010, 02:39:51 am**

Nah, the resulting dwelves will get all the Elves killed. Not that's a bad thing, of course.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **cowofdoom78963** on **April 26, 2010, 02:41:02 am**

I dont want all the well drawn elves to die. :(

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Dorten** on **April 26, 2010, 02:43:49 am**

Not Sunberries, but Sunshine! Barrels, and barrels, and barrels IN barrels!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **cowofdoom78963** on **April 26, 2010, 02:47:28 am**

Im pretty sure the most important thing I get in most of my fortresses from elves is food and booze. But mostly booze.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Acanthus117** on **April 26, 2010, 02:50:40 am**

I wish I could draw like him/her. :U

But yeah, I agree with booze/berries.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Wimdit** on **April 26, 2010, 02:55:37 am**

All that and some wood crafts. What's the point of trying to enforce a monopoly on wood if you don't sell any?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Armok** on **April 26, 2010, 07:43:07 am**

WOAH! This art is just beutifull and amazing! O_O

I say we bring wood, strawberry wine and caged dangerous animals.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Humaan** on **April 26, 2010, 07:49:29 am**

Tons of tons of cloth!

Wood, Strawberry Wine, and Uninjured Caged Creatures.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **maxicaxi** on **April 26, 2010, 08:25:20 am**

bombs, rope and lampoil ;D

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **silhouette** on **April 26, 2010, 08:28:59 am**

From throughout Amanereli, materials and goods are gathered and packed away on beasts of burden. Soon, Amanereli's abundance is known. Animals are laden with barrel upon barrel of Strawberry wine and basket upon basket of delicious berries. Stacked on top of this all are bins stuffed with various craft goods, pipes, wood, and of course, everyone's favorite: Rope reed cloth!

Surely this is the greatest caravan ever assembled!



Suddenly a hoarse cough is heard, and a grizzled old Elf Swordsman steps out of the shade. He eyes the caravan with contempt and raises a finger towards the assembly of elves.

"Surely this caravan is large, but it is far from great! What will the Dwarves think when we arrive at their doorstep with nothing but booze, berries, cloth and some old trinkets?"



"We need to bring something which will guarantee respect and admiration from the stout mountain dwelling people! Something that will show them that they are truly blessed to be friends with the Elves of Amanereli!"

"But what?" Replied the crowd, still occupied with loading their animals. Somewhere, someone mentioned offering the Queen, but that idea quickly vanished when the grizzled Elf Swordsman lit an old cork pipe.

"There exists beyond the border of our fair forest, a beast which is the very symbol of might and power! A beast so large that the earth trembles beneath it's feet! I am speaking of course, of the dreaded Elephant."



"Children of Amanereli, we must capture and tame this beast! Only then will we earn the respect of the Dwarves!"

The Elves are now determined to capture and tame an exotic beast, specifically, an Elephant. While the caravan waits in Eyoaslef, a party of Elves will venture out into the nearby Plains of Torment in search of pachyderms. How many elves venture out, and what equipment do they bring? Is this even a good idea, surely caged Hoary Marmots would do just as well?

15 elves. 10 are the best archers and warriors (divide evenly) that can be mustered, whilst the other 5 are the elves that tame animals and stuff. They bring weapons, specifically bows and arrows, spears and nets. The strategy is to immobilize the elephant with the nets, and have our elf animal dudes tame him/her.

EDIT:Meanwhile, we pick out the hardest elves to be caravan guards, and as a sign of good faith, an elf of royal personage, possibly a

candidate to the throne, will come with the caravan to negotiate with the elves.

EDIT2: DarkerDark, I am in awe of your mad drawin' skillz, yo.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ExKirby** on **April 26, 2010, 10:23:31 am**

DAMNIT WHERE ARE MY ASSORTED HERBS.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **cowofdoom78963** on **April 26, 2010, 11:32:52 am**

Three elves. With some cages.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **maxicaxi** on **April 26, 2010, 12:02:25 pm**

no bombs? >:(

edit: well this is df inspired.....

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **mainiac** on **April 26, 2010, 01:35:14 pm**

That is some fine art there.

To catch an elephant: three elves. One with a very strong sedative blowgun, one with a very strong cage, one with a very strong pair of oxen.

The sedater finds a mother elephant, follows her back to the young and knocks her out with a blowgun dart. The cager rushes forward and catches one of the baby elephants in a cage. Then the elves roll the cage on logs to get it on top of a wagon which the oxen pull as you make your getaway.

Immediately start caring for the baby elephant as you begin your journey and hopefully by the time you let it out of the cage, it will have forgotten it's homicidal desires.

If you don't have wagons due to elfiness, you'll need an even stronger ox.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Haspen** on **April 26, 2010, 01:40:13 pm**

*Ye Morul dat **art!***

I'm so going to watch this. Thus an almost empty post.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Karnewarrior** on **April 26, 2010, 01:55:33 pm**

160 Elves and one rope.

We can spare that right? :)

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Cthulhu** on **April 26, 2010, 03:06:50 pm**

Thorns.

Scatter the thorns on the ground where the elephant walks, and when it steps on one, have the friendliest, most adorable elf walk out, say hi, and pull the thorn out of the elephant's foot. The elephant will join us willingly.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Armok** on **April 26, 2010, 03:22:10 pm**

Quote from: Cthulhu on April 26, 2010, 03:06:50 pm

Thorns.

Scatter the thorns on the ground where the elephant walks, and when it steps on one, have the friendliest, most adorable elf walk out, say hi, and pull the thorn out of the elephant's foot. The elephant will join us willingly.

THIS! DO this.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **abculatter_2** on **April 26, 2010, 03:58:49 pm**

Quote from: Armok on April 26, 2010, 03:22:10 pm

Quote from: Cthulhu on April 26, 2010, 03:06:50 pm

Thorns.

Scatter the thorns on the ground where the elephant walks, and when it steps on one, have the friendliest, most adorable elf walk out, say hi, and pull the thorn out of the elephant's foot. The elephant will join us willingly.

THIS! DO this.

I agree

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Emperor_Jonathan** on **April 26, 2010, 04:56:12 pm**

No, we don't need one elephant.

WE NEED MANY

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Haspen** on **April 26, 2010, 05:01:06 pm**

Can I hear the name of the mountains in which dwarves live? I really hope it's not called the Smooth Points of Pride...

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Karnewarrior** on **April 26, 2010, 05:29:39 pm**

I belive they're called the Raunchy Tool :P

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Cheddarius** on **April 26, 2010, 09:59:10 pm**

Whoa, this is all in MS Paint? Incredible! How did you get it non-pixelly?

Anyway, bring 10 engineer corps elves. Surround elephant with cage traps. ??? Profit.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ultimuh** on **April 26, 2010, 10:03:40 pm**

Elephant? Uhm.. I hope it's not the Boatmurder version..

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Dorten** on **April 26, 2010, 10:29:31 pm**

Quote from: Cthulhu on April 26, 2010, 03:06:50 pm
Thorns.

Scatter the thorns on the ground where the elephant walks, and when it steps on one, have the friendliest, most adorable elf walk out, say hi, and pull the thorn out of the elephant's foot. The elephant will join us willingly.
This

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Acanthus117** on **April 26, 2010, 10:30:51 pm**

Quote from: Dorten on April 26, 2010, 10:29:31 pm
Quote from: Cthulhu on April 26, 2010, 03:06:50 pm
Thorns.

Scatter the thorns on the ground where the elephant walks, and when it steps on one, have the friendliest, most adorable elf walk out, say hi, and pull the thorn out of the elephant's foot. The elephant will join us willingly.
This
This

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **IronyOwl** on **April 26, 2010, 10:39:29 pm**

Awesome art. Must keep the well-drawn elves alive!

Quote from: Acanthus117 on April 26, 2010, 10:30:51 pm
Quote from: Dorten on April 26, 2010, 10:29:31 pm
Quote from: Cthulhu on April 26, 2010, 03:06:50 pm
Thorns.

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This
This
So this.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Acanthus117** on **April 26, 2010, 10:40:44 pm**

Quote from: IronyOwl on April 26, 2010, 10:39:29 pm
Awesome art. Must keep the well-drawn elves alive!

Quote from: Acanthus117 on April 26, 2010, 10:30:51 pm
Quote from: Dorten on April 26, 2010, 10:29:31 pm
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Thorns.

Scatter the thorns on the ground where the elephant walks, and when it steps on one, have the friendliest, most adorable elf walk out, say hi, and pull the thorn out of the elephant's foot. The elephant will join us willingly.
This
This
So this.
Make sure we pick the BESTEST ELF EVAR, so that she can TAEM TEH ELEPHANTZORZ FOR MASSIVE PROFITZZZZ

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ultimuh** on **April 26, 2010, 10:40:58 pm**

Quote from: IronyOwl on April 26, 2010, 10:39:29 pm
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Quote from: Acanthus117 on April 26, 2010, 10:30:51 pm
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This
This
So this.

If these guys want it that much.. let them have it for once. :)

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Raviaric** on **April 27, 2010, 01:30:37 am**

Quote from: Ultimuh on April 26, 2010, 10:40:58 pm

Quote from: IronyOwl on April 26, 2010, 10:39:29 pm

Awesome art. Must keep the well-drawn elves alive!

Quote from: Acanthus117 on April 26, 2010, 10:30:51 pm

Quote from: Dorten on April 26, 2010, 10:29:31 pm

Quote from: Cthulhu on April 26, 2010, 03:06:50 pm

Thorns.

Scatter the thorns on the ground where the elephant walks, and when it steps on one, have the friendliest, most adorable elf walk out, say hi, and pull the thorn out of the elephant's foot. The elephant will join us willingly.

This

This

So this.

If these guys want it that much.. let them have it for once. :)

This.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ExKirby** on **April 27, 2010, 01:32:56 am**

Quote from: Raviaric on April 27, 2010, 01:30:37 am

Quote from: Ultimuh on April 26, 2010, 10:40:58 pm

Quote from: IronyOwl on April 26, 2010, 10:39:29 pm

Awesome art. Must keep the well-drawn elves alive!

Quote from: Acanthus117 on April 26, 2010, 10:30:51 pm

Quote from: Dorten on April 26, 2010, 10:29:31 pm

Quote from: Cthulhu on April 26, 2010, 03:06:50 pm

Thorns.

Scatter the thorns on the ground where the elephant walks, and when it steps on one, have the friendliest, most adorable elf walk out, say hi, and pull the thorn out of the elephant's foot. The elephant will join us willingly.

This

This

So this.

If these guys want it that much.. let them have it for once. :)

This.

This with assorted herbs.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Wimdit** on **April 27, 2010, 03:03:29 am**

Quote from: ExKirby on April 27, 2010, 01:32:56 am

Quote from: Raviaric on April 27, 2010, 01:30:37 am

Quote from: Ultimuh on April 26, 2010, 10:40:58 pm

Quote from: IronyOwl on April 26, 2010, 10:39:29 pm

Awesome art. Must keep the well-drawn elves alive!

Quote from: Acanthus117 on April 26, 2010, 10:30:51 pm

Quote from: Dorten on April 26, 2010, 10:29:31 pm

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This

This

So this.

If these guys want it that much.. let them have it for once. :)

This.

This with assorted herbs.

This. The assorted herbs too. Even if it will cripple the elephant.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Armok** on **April 27, 2010, 03:23:59 am**

Quote from: Raviaric on April 27, 2010, 01:30:37 am

Quote from: Ultimuh on April 26, 2010, 10:40:58 pm

Quote from: IronyOwl on April 26, 2010, 10:39:29 pm

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Quote from: Acanthus117 on April 26, 2010, 10:30:51 pm

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This

This

So this.

If these guys want it that much.. let them have it for once. :)

This.

This.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **maxicaxi** on **April 27, 2010, 10:07:45 am**

Quote from: Armok on April 27, 2010, 03:23:59 am

Quote from: Raviaric on April 27, 2010, 01:30:37 am

Quote from: Ultimuh on April 26, 2010, 10:40:58 pm

Quote from: IronyOwl on April 26, 2010, 10:39:29 pm

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This

This

So this.

If theese guys want it that much.. let them have it for once. :)

This.

This.

this

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Haspen** on **April 27, 2010, 10:08:53 am**

What they said.

sudden combo breaker, hell yeah :3

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **ExKirby** on **April 27, 2010, 10:36:48 am**

Quote from: maxicaxi on April 27, 2010, 10:07:45 am

Quote from: Armok on April 27, 2010, 03:23:59 am

Quote from: Raviaric on April 27, 2010, 01:30:37 am

Quote from: Ultimuh on April 26, 2010, 10:40:58 pm

Quote from: IronyOwl on April 26, 2010, 10:39:29 pm

Awesome art. Must keep the well-drawn elves alive!

Quote from: Acanthus117 on April 26, 2010, 10:30:51 pm

Quote from: Dorten on April 26, 2010, 10:29:31 pm

Quote from: Cthulhu on April 26, 2010, 03:06:50 pm

Thorns.

Scatter the thorns on the ground where the elephant walks, and when it steps on one, have the friendliest, most adorable elf walk out, say hi, and pull the thorn out of the elephant's foot. The elephant will join us willingly.

This

This

So this.

If theese guys want it that much.. let them have it for once. :)

This.

This.

this

Combo continue, IN YO FACE!

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Ottofar** on **April 27, 2010, 12:05:34 pm**

Quote from: ExKirby on April 27, 2010, 10:36:48 am

Quote from: maxicaxi on April 27, 2010, 10:07:45 am

Quote from: Armok on April 27, 2010, 03:23:59 am

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dis

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **ExKirby** on **April 27, 2010, 12:13:06 pm**

Quote from: Ottofar on April 27, 2010, 12:05:34 pm

Quote from: ExKirby on April 27, 2010, 10:36:48 am

Quote from: maxicaxi on April 27, 2010, 10:07:45 am

Quote from: Armok on April 27, 2010, 03:23:59 am

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This.

This.

this

Combo continue, IN YO FACE!

dis

dat

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **mainiac** on **April 27, 2010, 12:49:23 pm**

Stop the telescoping already.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **dwarfguy2** on **April 27, 2010, 12:54:59 pm**

Quote from: ExKirby on April 27, 2010, 12:13:06 pm

Quote from: Ottofar on April 27, 2010, 12:05:34 pm

Quote from: ExKirby on April 27, 2010, 10:36:48 am

Quote from: maxicaxi on April 27, 2010, 10:07:45 am

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This

This

So this.

If these guys want it that much.. let them have it for once. :)

This.

This.

this

Combo continue, IN YO FACE!

dis

dat

cat.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Humaan** on **April 27, 2010, 12:55:21 pm**

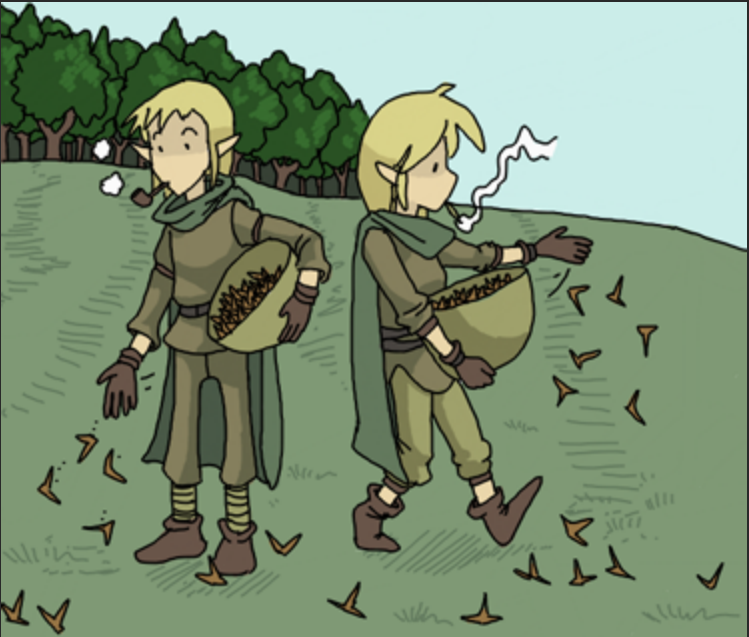
Guys, I think we get that it is going to be done.

Title: **Re: Elves of Amanereli - Paint adventure**

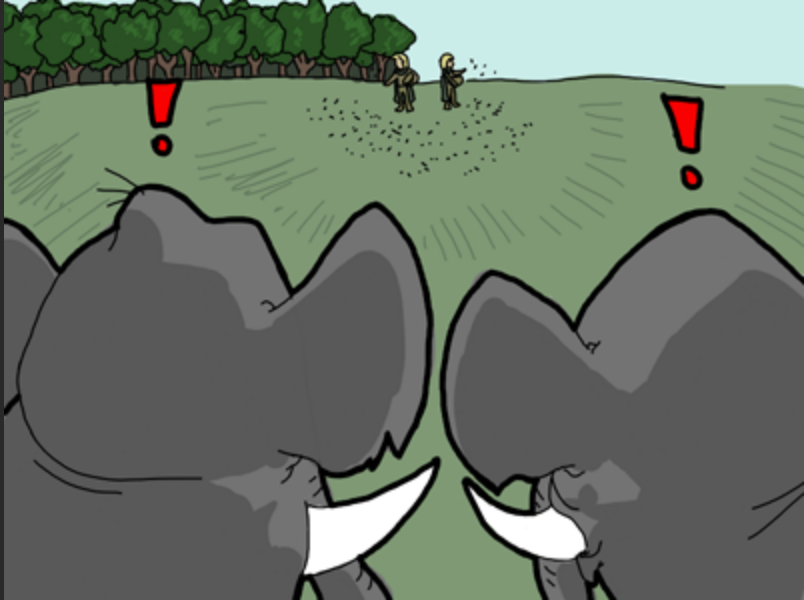
Post by: **DarkerDark** on **April 27, 2010, 01:06:46 pm**

The Elves thought long and hard about how they would go about capturing an elephant. The warriors of Amanereli thought to take one by brute force using nets and fighting prowess. The more soft-hearted elves thought of a different plan, one that would involve the least amount of violence and prove to the gentle giants that the Elves or Amanereli are trusted defenders of nature. They would sow the nearby plains with thick thorns and wait for the elephants to trod upon them. When the beasts cried out in distress, a single elf would bestow the creature with kindness, seeking to pluck the thorns from under their feet.

Surely this will earn the trust of the mighty Elephant!



Bringing with them an assortment of herbs to calm their nerves and clear their minds, the Elves of Amanereli set about spreading thorns out on the great plains. This plan is sure to work!



Unfortunately, it's very hard to conceal your actions when you're standing out in open grassland. The casting of thorns is caught by the watchful and ever vigilant eyes of the Elephant!

They do not look happy.



The elves with the thorn baskets freeze in terror. The herbs, they do nothing to distill the accusing gaze of the mighty Elephants!

Think fast! How will we handle this situation? The lives of two elves are counting on your quick actions!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Haspen** on **April 27, 2010, 01:09:16 pm**

Ahahah, they're going to die hilariously!

But! Run in opposite direction, tossing the thorns behind! The elephants will have to go onto them if they will try to run after elves.

...their feet aren't thorn-resistant, right?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Armok** on **April 27, 2010, 01:36:13 pm**

Quote from: Haspen on April 27, 2010, 01:09:16 pm

Ahahah, they're going to die hilariously!

But! Run in opposite direction, tossing the thorns behind! The elephants will have to go onto them if they will try to run after elves.

...their feet aren't thorn-resistant, right?

This. And throw some thorns o the side as well so they cant just go around them! Then find a tree as fast as posible and hide in it, surely they cant find you there!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ExKirby** on **April 27, 2010, 01:51:36 pm**

Damnit, I meant herbs for the caravan!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Lordinquisitor** on **April 27, 2010, 01:55:20 pm**

Try to make the elephants stoned with the herbs.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ExKirby** on **April 27, 2010, 01:58:22 pm**

NO. NO WASTING GOOD HERBS.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Raviaric** on **April 27, 2010, 02:11:33 pm**

>Make an excuse for sowing the thorns. Point out a nearby predator or something.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Karnewarrior** on **April 27, 2010, 02:24:00 pm**

Quote from: Raviaric on April 27, 2010, 02:11:33 pm

>Make an excuse for sowing the thorns. Point out a nearby predator or something.

Point to the lion!

this message brought to you by Obscure Jokes-R-US

jk.

Have the other elves leap out of hiding and wrestle the elephants until they pass out!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Nirur Torir** on **April 27, 2010, 02:32:47 pm**

The elves should just run away towards the forest, throwing thorns behind them as they go. The unmentioned elves waiting in ambush can then drop nets on the elephants.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **mainiac** on **April 27, 2010, 03:47:25 pm**

Quickly gather the thorns back up and explain that you were cleaning up.

And I can't say enough how fantastic the art is.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Armok** on **April 27, 2010, 03:55:04 pm**

Yea. This art is TRULY amazing. You shuld show more of your work on these forums.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **abculatter_2** on **April 27, 2010, 07:44:34 pm**

Worship Armok.
Witness divine miracle.
Declare war on everything.
BLOOD FOR THE BLOOD GOD

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **HailFire** on **April 27, 2010, 08:13:18 pm**

Oh man, this art

THIS ART :o

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **DarkerDark** on **April 27, 2010, 08:29:58 pm**

Flee! Flee for your lives, children of Amanereli!

The elves leg it as fast as they can, scattering thorns in all directions as they run. The Elephants, at first only holding a mild suspicion towards the pointy eared trappers, are now provoked to charge! Like a bull seeing a red towel waved before him, the lead Elephant is driven after the fleeing elves! The ground trembles and quakes as the beast thunders across the open ground.



"Run! Run to the woods!" Cry the company of elves waiting along the tree line. They wait in ambush, spears, bows and nets ready to be cast as soon as the tusked menace is within range.



The elves have only a short distance of open ground to cross before they make it to the safety of the woods and into the protection of their friends! Surely the thorns will slow the pursuing beast! Surely a twelve hundred pound behemoth can't catch the quick and nimble elf!

[Spoiler](#) (click to show/hide)



Apparently, it can.

It's a good thing they smoked all those herbs, otherwise that would be quite painful.

Elf Deaths: 2

The beast now lurks just outside the edge of the woods, there are still a large number of elves in this hunting party, and we can always get more from the nearby forest retreat. Will we give up on our attempt to capture this beast, or will we see it brought low beneath net and spear? What now, Elves of Amanereli?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Raviaric** on **April 27, 2010, 08:34:27 pm**

>Spearelves: THIS IS SPARTAAAAAAA

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Jack_Bread** on **April 27, 2010, 08:35:59 pm**

Have an elf taunt them into the forest while ambushers hide in the trees?
It would probably be easy to catch the elephants if they're in an area enclosed by trees.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **HailFire** on **April 27, 2010, 08:41:27 pm**

Lure the elephant into the forest where the bulk of the hunting party can get the drop on it from above with nets and assorted herbs.

Stone it into passivity!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Acanthus117** on **April 27, 2010, 09:19:56 pm**

Quote from: HailFire on April 27, 2010, 08:41:27 pm
Lure the elephant into the forest where the bulk of the hunting party can get the drop on it from above with nets and assorted herbs.
Stone it into passivity!
THIIS!!

Also, amazing art once more. The elephant is awesome.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Dorten** on **April 27, 2010, 09:46:49 pm**

Quote from: Acanthus117 on April 27, 2010, 09:19:56 pm
Quote from: HailFire on April 27, 2010, 08:41:27 pm
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this. including amasing art.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ultimuh** on **April 27, 2010, 09:51:13 pm**

We listened to the thread pyramid and lost 2 elves.. "
Lets do something completely different from what they say.

However using cage traps might be more sucessful?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Dorten** on **April 27, 2010, 10:01:22 pm**

Do elves even KNOW what a mechanism is?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ultimuh** on **April 27, 2010, 10:03:44 pm**

Hmm.. good point..
But we should try avoid killing off more elves than we have to from now on..

Sure some of us hate elves with a passion, but I think there might be some use of theese elves being alive.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Dorten** on **April 27, 2010, 10:06:44 pm**

Maybe a huge pit covered with leaves will do? If they CAN dig, of course :D

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Cheddarius** on **April 27, 2010, 10:12:20 pm**

Man, the elf on the left smoking a pipe while running is hardcore.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Dorten** on **April 27, 2010, 10:14:35 pm**

Quote from: Cheddarius on April 27, 2010, 10:12:20 pm
Man, the elf on the left smoking a pipe while running is hardcore.

That's what you call addiction :D

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Cheddarius** on **April 27, 2010, 10:18:11 pm**

No, that's what you call being a gangsta.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Raviaric** on **April 27, 2010, 10:20:33 pm**

I stand by my previous post.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **IronyOwl** on **April 27, 2010, 11:31:01 pm**

I'm thinking our plan to trap and then rescue the elephants was a bit hasty. Our response to them catching us in the act was definitely hasty.

So what have we learned? Among other things, that elephants are fairly smart and perceptive. So, let's use that against them.

The way I see it, there are now two potential types of elephants: Gentle, benign elephants and bloodthirsty marauders. Presumably most elephants are at least vaguely the first, while I would imagine the one that got our two elves is leaning heavily towards the second. Depending on which we run into, our tactics should differ considerably.

So here's what we do: We set up something interesting out in the open. When the elephants notice it, they come over to investigate. If "investigate" contains the phrase "gore", the elves responsible rush back to the trees- but while they're setting up the interesting thing, other elves dig a pit and cover it, so the field elves have an obstacle to put between themselves and certain death. Furthermore, since digging a hole in the ground near trees is less noticeable and interesting than whatever we'll be doing out in the open, the elephants shouldn't even notice the trap.

So, what's this interesting thing we'll be doing out in the open, and how does it catch elephants? I, uh... I'm not sure, actually. Maybe it could be a very, very sturdy cage with widely-spaced bars, so if an elephant charges an elf in the cage, the elf steps backwards at the last second and the impact jiggles the door free, snapping it in place. If there's multiple elephants or they're too wary to enter an obvious cage, the pit could cover our valiant elves' escape. Ideally we'll also be able to trap the now-pitted elephants, but if there's not enough time to get the pit large enough we should at least be able to avoid casualties.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Acanthus117** on **April 27, 2010, 11:36:01 pm**

Quote from: IronyOwl on April 27, 2010, 11:31:01 pm
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Switching to this. Irony is kredit to teem

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Raviaric** on **April 27, 2010, 11:55:13 pm**

Quote from: IronyOwl on April 27, 2010, 11:31:01 pm
the elves responsible rush back to the trees

Elephants will catch up.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Dorten** on **April 28, 2010, 12:03:06 am**

Quote from: Raviaric on April 27, 2010, 11:55:13 pm
Quote from: IronyOwl on April 27, 2010, 11:31:01 pm
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You say it, as if it's bad... ???

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **HailFire** on **April 28, 2010, 12:07:15 am**

[Quote from: Dorten on April 28, 2010, 12:03:06 am](#)
[Quote from: Raviaric on April 27, 2010, 11:55:13 pm](#)
[Quote from: IronyOwl on April 27, 2010, 11:31:01 pm](#)
the elves responsible rush back to the trees
Elephants will catch up.
You say it, as if it's bad... ???

The objective is to get the elves to the dwarves *alive*. :P

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Dorten** on **April 28, 2010, 12:25:47 am**

Goods have priority. And elephants are goods for now.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **mainiac** on **April 28, 2010, 12:46:09 am**

Irony's plan is very good. A cage does make a perfect obstacle.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ExKirby** on **April 28, 2010, 01:36:45 am**

YOU DO NOT SMOKE HERB. YOU PUT HERB ON GOOD FOOD.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **maxicaxi** on **April 28, 2010, 02:17:06 am**

[Quote from: ExKirby on April 28, 2010, 01:36:45 am](#)
YOU DO NOT SMOKE HERB. YOU PUT HERB ON GOOD FOOD.

no you smoke GOOD FOOD and eat herb

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Dorten** on **April 28, 2010, 02:26:38 am**

You make a food form herb, then smoke the remains, while eating food!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Haspen** on **April 28, 2010, 03:44:49 am**

I knew it, they died hilariously.

I loved the expression of the left one like "This is gonna work!" while the girl was like "OMG I WILL DIE!"

The guy still had that expression after impaling.

Use those goddamn herbs and shoot a poisoned (sleep) arrow at the elephant?

And I'm now 97.6% sure we're heading to Boatmurdered.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **maxicaxi** on **April 28, 2010, 07:46:32 am**

[Quote from: Lordinquisitor on April 27, 2010, 01:55:20 pm](#)
Try to make the elephants stoned with the herbs.

whe should have done this
now we do dis

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Lordinquisitor** on **April 28, 2010, 07:46:53 am**

Gods, awesome work. Makes me want to practice my painting again.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **maxicaxi** on **April 28, 2010, 11:58:53 am**

bump

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Haspen** on **April 28, 2010, 12:11:51 pm**

[Quote from: maxicaxi on April 28, 2010, 11:58:53 am](#)
bump

After four hours? Shoo away with ye.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **maxicaxi** on **April 28, 2010, 12:28:31 pm**

[Quote from: Haspen on April 28, 2010, 12:11:51 pm](#)
[Quote from: maxicaxi on April 28, 2010, 11:58:53 am](#)
bump

After four hours? Shoo away with ye.

i can do it when i want to :P

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Karnewarrior** on **April 28, 2010, 12:29:00 pm**

This is the 2nd most awsome thread on the forums.
You make Cacame... A little proud?
I dunno, he hates elves...
But I don't! Not anymore! :D

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ed boy** on **April 28, 2010, 12:55:16 pm**

I'd just like to kick it off by saying that the art involved in unbelievable.

Perform a montage with the elephants showing how species doesn't matter what sort of person you are. Live in a utopian happines with the elephants, merging into the herd and supporting their community.

Once you have their trust, lure them into smoking assorted herbs. Once they form a dependency, restrict supply and become extortionate, demanding more and more services from them for the herbs. There will doubtless be some more outspoken and troublesome of the elephants - they must be dealt with with discretion.

Even after the immediate labour needs of the tribe are fulfilled, manipulate the elephants to build various megaprojects. The point of this is not to benefit from the megaprojects, but rather to change the social structure of the elephants. The once-mighty creatures, cripples by their addiction for the assorted herbs, shall live in a broken society. Living conditions for the elephants must be reduced so that they are only just surviving: they will not be aware of the long-term destruction of their society.

With time, the place of elephants will be firmly established. Broken creatures, they will beg and toil for the elves just for the next sweet hit of the assorted herbs. Elves will be established as the superior species, and as long as the living conditions of the elephants is kept poor, they will be unable to uprise and rebel. Of course, in order to maintain this, the elves need to establish a strict society: even though elves will be equal to elephants by the letter of the law, the practice will be different. By exaggerating the goblin menace as the root of all evils making scapegoats of troublesome elephants (claiming them to be agents for the goblins), a clear enemy can be established for the elephants to concern themselves with.

By offering large rewards of assorted herbs for any potential goblin agent elephants, any elephant that tries to disrupt proceedings will be quickly turned in. They will also be unable to identify with any other sympathisers, as they will not be able to tell them from the regular members of society.

A secret police will have to be established. The elephants sohuld be constantly living in fear, unable to shoe a moment's deviance from acceptable thoughts. The actual logistics of monitoring every elephant will be a huge problem, so the elephants must be unable to know if they are being watched or not. By establishing a series of underground tunnels underneath the elephant settlements where elves and elephants can be posted, the elephants will be able to be watched and heard at any time, but they will not know at any given point whether they are being monitored or not. They must therefore always act like they are being monitored, in case they are.

The knowledge and society of the elves must be heavily censored, too. The elves must establish a leader for the elephants to follow. The leader must himself be an elephant, called "prodigious pachyderm" Pictures of this leader will be placed everywhere. Since the leader is an elephant, the other elephants will be encouraged to act like him, and with time they will want to act like him. All new reaching the elephants must be completely fabriacted: they must be told how they live in an age of prosperity thanks to the glory of their leader and his following of the desired way of life, despite the filthy goblins who shall be seen as all that is bad. This leader does not need to actually exist; the elephants need to think that he exists.

Over time, a stable society will be formed. Elephants will be brainwashed into pure hatred of the goblins, and loving their leader and his agents, the elves. They shall see the leader and the elves as the source of all that is good: Their society, their defence against goblins and their assorted herbs. The mere concept of society as anything different will be outside what they can convieve: the language that they use shall have to be changed after a time to make even expressing an unfavourable thought impossible. They shall live in constant fear, though. They shall be terrified of goblin agents, and that they might be thought to be goblin agents.

Disappearances in such a society would be common, and thus nobody would notice when an elephant is taken away to be traded to the dwarves. They will not be told of the dwarves, though. Whenever an elephant is needed for trading, one shall be taken, a problematic one if preferable.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **HailFire** on **April 28, 2010, 01:02:05 pm**

That's a great plan except that it takes *waaaay* too long for our purposes. We don't need an elephant in five years, we need one *right now*.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Armok** on **April 28, 2010, 01:07:56 pm**

Your art is SO amazing, it's making Armok himself mourn ELVES. Know thee, DarkerDark, what thou hasth done. :'(

I say we go with the poisoned arrow plan.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Frelock** on **April 28, 2010, 01:24:48 pm**

Quote from: HailFire on April 28, 2010, 01:02:05 pm

That's a great plan except that it takes *waaaay* too long for our purposes. We don't need an elephant in five years, we need one *right now*.

Five years? You think that complete social structuring, including indoctrination of the young, addition of advanced surveillance equipment, revision of language to where an elephant literally can't even think about rebelling, and making sure that the elephants forget(though they never forget) about their old way of life takes five years? I'd give it two weeks, tops. These are elves after all; can't they talk with and control animals anyways?

However, I think that it might be better to just follow irony's plan.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ed boy** on **April 28, 2010, 01:34:37 pm**

You've got to keep in mind that its advantages are not only in the future, it also had advantages now.

For example, the elephants are currently posing a big threat to the elves: The montage would fix that.

Once we've gained their trust, we can send some diplomats. These diplomats will talk about how mutual social and economic advancement would be be advantaged by the integration of societies and compounding of knowledge of elves and elephants. They can then advance the proposal that such things would be encouraged by the immediate mixing and interaction of the two people: some elephants live with the elves, and some elves live with the elephants.

The elves living with the elephants would start the plan outlined above.

Due to the gap between elven and elephant society, the elephants do not know about the cities and societies of the elves. For this reason, we can claim that we are taking the elephant representatives back to our capital city, and under this pretence, bring them along to the dwarven outpost. During the journey, they will be at our mercy several times (such as when sleeping), and at a suitable one of these times, we can restrain the elephants, ready to be traded.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **abculatter_2** on **April 28, 2010, 02:41:35 pm**

We must do Ed Boy's plan, if only because he put the effort into typing it up.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **LeoLeonardoIII** on **April 28, 2010, 03:46:14 pm**

Elves in the trees hide in treetops with nets.

One elf on the ground at the edge scatters more thorns and flees into the forest.

As the elephant runs past, the treetop elves net it.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Frelock** on **April 28, 2010, 04:23:38 pm**

I'm not sure that cloth nets could stop a rampaging bull elephant...but we could try it and check anyways. For SCIENCE!

Pit trap is most likely to work; preferably with cage already installed.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **LeoLeonardoIII** on **April 28, 2010, 04:26:32 pm**

Quote from: Frelock on April 28, 2010, 04:23:38 pm

I'm not sure that cloth nets could stop a rampaging bull elephant...but we could try it and check anyways. For SCIENCE!

Pit trap is most likely to work; preferably with cage already installed.

That would be a lovely thing to do several days before we got into this mess.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Dorten** on **April 28, 2010, 10:29:50 pm**

This plan won't work. You see, at the point of "restrict supply and become extortionate" elephants will just stomp the elves and take the herbs, thats all...

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **RogueArchivist** on **April 29, 2010, 10:32:19 am**

I say we go with the plan put forth by IronyOwl.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Raviaric** on **April 29, 2010, 11:30:48 am**

Quote from: Dorten on April 28, 2010, 10:29:50 pm

This plan won't work. You see, at the point of "restrict supply and become extortionate" elephants will just stomp the elves and take the herbs, thats all...

This must be noted. Also, will we get elephants in time to be traded using Irony's plan?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **DarkerDark** on **April 29, 2010, 01:49:22 pm**

Soon, the sun sets and the twilight of night sets over the land. The hunting party quickly sets out into the plains, using the cover of darkness to conceal themselves from the ever watchful elephants. A large cage made from the most durable wood is brought forward, followed closely by elves bearing shovels.



Sentries are posted to keep watch. The Elves of Amanereli will not be caught by surprise a second time. They work all night

digging out deep pits. Mats of dried unprocessed rope reed will be brought up to cover them before dawn.



"Surely this plan will work! Surely we will have an elephant worthy of our Queen!" The elves say amongst themselves. But there is one question that lingers in the back of their minds. What will we use to lure the beast into the trap? Do we dare risk the life of another child of Amanereli? We have plenty of 'special' herbs to keep the beasts sedated once they've been drawn into the trap, but how will we administer them?

Dawn approaches. Somewhere in the pre-dawn darkness, the trumpet of an elephant is heard.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Karnewarrior** on **April 29, 2010, 01:53:45 pm**

Make elephant noises.

Also, make this face while doing it :o.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Raviaric** on **April 29, 2010, 02:05:38 pm**

>Shift+S. Oh wait, we're suggesting bait to use.

Dwarf blood.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Armok** on **April 29, 2010, 02:35:03 pm**

or you could just use some tasty fruit.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Haspen** on **April 29, 2010, 03:51:54 pm**

OH MY GAWD!

How are we going to get that elephant from the hole?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Cthulhu** on **April 29, 2010, 04:02:15 pm**

Use the adorable friendly elf we were going to use for the thorns as bait for the trap. It'll apologize, when the elephant comes up, bam.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Nirur Torir** on **April 29, 2010, 04:04:08 pm**

A scarecrow that's dressed in rope reed clothing would have minimal risks.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Lordinquisitor** on **April 29, 2010, 04:08:50 pm**

Chain up a elf as scarecrow. Probably make him stoned.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Cthulhu** on **April 29, 2010, 04:09:34 pm**

Quote from: Nirur Torir on April 29, 2010, 04:04:08 pm
A scarecrow that's dressed in rope reed clothing would have minimal risks.

These are elves. They reproduce like rabbits and never die unless something actively acts to kill them. Excessive risk taking would be encouraged, to keep the population down.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **HailFire** on **April 29, 2010, 04:16:39 pm**

Quote from: Cthulhu on April 29, 2010, 04:09:34 pm
Quote from: Nirur Torir on April 29, 2010, 04:04:08 pm
A scarecrow that's dressed in rope reed clothing would have minimal risks.

These are elves. They reproduce like rabbits and never die unless something actively acts to kill them. Excessive risk taking would be encouraged, to keep the population down.

Well, yeah, but we don't want to kill off all of our fairest maidens, now do we? ;D

That being said, these elephants are too cunning for a decoy. I'll +1 the plan, so long as we have some sort of rapid-extraction method for the lure if things go pear-shaped (since running doesn't work).

Also, I'll echo concerns about that hole... it needs to be big enough to get the elephant in the cage and the cage out of the pit.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Nirur Torir** on **April 29, 2010, 04:18:18 pm**

I feel that the pit is fine. It can be expanded with a ramp after we have our elephant.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **abculatter_2** on **April 29, 2010, 04:19:20 pm**

Quote from: HailFire on April 29, 2010, 04:16:39 pm

Quote from: Cthulhu on April 29, 2010, 04:09:34 pm

Quote from: Nirur Torir on April 29, 2010, 04:04:08 pm

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That being said, these elephants are too cunning for a decoy. I'll +1 the plan, so long as we have some sort of rapid-extraction method for the lure if things go pear-shaped (since running doesn't work).

What these guys said

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Haspen** on **April 29, 2010, 04:27:56 pm**

Quote from: Nirur Torir on April 29, 2010, 04:18:18 pm

I feel that the pit is fine. It can be expanded with a ramp after we have our elephant.

Yes, and when elves will be digging too close, he will gore 2d4 of them with his tusks.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Mikko** on **April 29, 2010, 04:40:28 pm**

I say they first smoke some of the herbs. Then the most talentless elves will try to mount an elephant and ride it towards the trap.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **HailFire** on **April 29, 2010, 04:51:34 pm**

Quote from: Mikko on April 29, 2010, 04:40:28 pm

I say they first smoke some of the herbs. Then the most talentless elves will try to mount an elephant and ride it towards the trap.

The goal is to *not* kill all of the elves.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **LeoLeonardoIII** on **April 29, 2010, 05:51:59 pm**

Quote from: Haspen on April 29, 2010, 04:27:56 pm

Quote from: Nirur Torir on April 29, 2010, 04:18:18 pm

I feel that the pit is fine. It can be expanded with a ramp after we have our elephant.

Yes, and when elves will be digging too close, he will gore 2d4 of them with his tusks.

I love that there are no attack rolls or damage rolls or anything - just knock over 2d4 of them and call it a round :P

Eventually though his tusks will be blunted on the multitude of our bodies!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Dorten** on **April 29, 2010, 09:51:13 pm**

I just thought... What if there are more than one of elephants? Will they let the elves take one of them, or will they guard trapped one?

Oh, sweet carnage :D :D :D

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Raviaric** on **April 29, 2010, 11:35:44 pm**

Quote from: HailFire on April 29, 2010, 04:51:34 pm

Quote from: Mikko on April 29, 2010, 04:40:28 pm

I say they first smoke some of the herbs. Then the most talentless elves will try to mount an elephant and ride it towards the trap.

The goal is to *not* kill all of the elves.

I'd love to see the reaction of other elves to this sort of conversation, since aren't these user suggestions translated into elves shouting ideas? Evidenced by the quote below.
Quote from: DarkerDark
Somewhere, someone mentioned offering the Queen

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Acanthus117** on **April 29, 2010, 11:42:16 pm**

Yeah, that part was awesome.

I can imagine the caravan arriving at the mountain home with caged elves.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **IronyOwl** on **April 30, 2010, 12:46:44 am**

Quote from: Dorten on April 29, 2010, 09:51:13 pm

I just thought... What if there are more than one of elephants? Will they let the elves take one of them, or will they guard trapped one?

That's a good point, and one of the problems with almost any plan- it might be pure genius or elaborate suicide depending on how many elephants show up.

Ideally, we use an elf as bait, the elf flees towards the cage, then jumps out of the way, trapping the elephant in the cage. He then flees across the pits, trapping any pursuers and ideally netting us at least two elephants, if that many show up.

Less ideally, the elephants are more cunning than we thought and refuse to walk right into a cage, which both loses us an elephant and probably cuts down on our elf's escape time. Catastrophically, running across the pits still doesn't buy our bait enough time and he dies horribly and for no gain.

Getting the elephants out of the pits is a different issue, but unless they call for help we'll at least have time on our side that way. If they DO call for help... well, I suppose that depends on what kinds of herbs we have. Perhaps we could just lasso their tusks and ears and force-feed them?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Neyvn** on **April 30, 2010, 02:37:28 am**

Posting to keep tabs on...
And i say Scarecrow a good distance behind the Trap so that they are attracted to it, an Elephant falls into the trap, and if more come, they will attempt revenge on the Elves (scarecrow) and charge it...

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Karnewarrior** on **April 30, 2010, 02:47:34 pm**

We Must wage war upon our animal friends.
I mean, gutting our brothers?
Not cool, man, not cool.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Haspen** on **April 30, 2010, 03:47:00 pm**

Aarrrrrgh! We're not thinking Elven way!

Elves can speak with animal-men, and every animal is benign!

We would have the elephant hours ago, if we only *just politely tamed him into the cage*.
Oh well, but this way it's more hillarious :3

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **IronyOwl** on **April 30, 2010, 06:04:21 pm**

Well, the elephants did get suspicious of us, so it might not be quite that simple.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **DarkerDark** on **May 01, 2010, 06:05:28 am**

As the cover of darkness lifts, the elves finish covering their pit and begin to set up a scarecrow using one of their shovels and some rope reed clothing. Suddenly a sickly sounding noise is heard, something that resembles the trumpet of an elephant, only weak and depressed. The elves snap into action, scanning the horizon for the tusked menace.



Fortunately, it's just some elf trying to make elephant noises. A very poor attempt to mimic the great beast. The elves laugh nervously amongst each other before they continue to put the finishing touches on their trap. Then, in the distance, a faint trumpeting reply is heard. Faint, but proud. This is the trumpet of a true elephant, and it comes this way!

The elves immediately run into the woods, hiding themselves as the lumbering beast plods forward, eyeing the scarecrow with curiosity.



Will the mighty elephant press further? Will the scarecrow draw it into the pit the elves had so laboriously toiled with the night before?

[Spoiler](#) (click to show/hide)



The elves look on as the elephant succumbs to the trap, "Hmm..." muses one of the Amanereli spearmen, "Perhaps we should have made the pit deeper?"

The elephant is stuck in the pit. Congratulations! But there is still one more obstacle to overcome. The elephant must now be transported back to Eyoaslef where the caravan waits.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Acanthus117** on **May 01, 2010, 06:08:55 am**

Hee-larious.

Use the elven knack for taming animals, and put it into a biiig wooden cage.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Nirur Torir** on **May 01, 2010, 06:19:57 am**

Quote from: Acanthus117 on May 01, 2010, 06:08:55 am

Use the elven knack for taming animals, and put it into a biiig wooden cage.

I think the elves have herbs for that sort of thing. Rope reed ropes might help to get it in the cage after it is sedated. Sentries need to be posted as well, in case of more elephants.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **maxicaxi** on **May 01, 2010, 06:36:11 am**

Quote from: Nirur Torir on May 01, 2010, 06:19:57 am

Quote from: Acanthus117 on May 01, 2010, 06:08:55 am

Use the elven knack for taming animals, and put it into a biiig wooden cage.

I think the elves have herbs for that sort of thing. Rope reed ropes might help to get it in the cage after it is sedated. Sentries need to be posted as well, in case of more elephants.

this

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Haspen** on **May 01, 2010, 07:32:22 am**

This adventure is going over limits of hilarity with each update.

What they said about plan, also, I think we will need larger cage...

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Karnewarrior** on **May 01, 2010, 10:14:08 am**

Tame it before we take it to the dwarves!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **HailFire** on **May 01, 2010, 10:33:36 am**

We definitely need sentries posted so that we can GTFO at the first sign of an approaching stampede.

As for the elephant, the challenge here is sedating it while having the smallest possible number of casualties. Getting it out of the pit won't be hard using levers and a bit of elbow grease.

To sedate it, we should bundle the assorted herbs into an elephant-sized (dosage, not literal) joint and light it up, then fan the smoke towards the elephant until it inhales enough (so we don't have to worry about the wind, or our hunters getting stoned off their asses).

That way, nobody has to get near the elephant/get impaled until it's ready for transport.

EDIT: Also, make/light the joint where it can't see it. The fire might frighten the elephant, causing it to send out an alarm and summon the aforementioned stampede.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Armok** on **May 01, 2010, 10:53:54 am**

I second the "sedative smoke" plan.

Also, this is probably the best art I have seen in a forum game like this. Also hilarious.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Fortis** on **May 01, 2010, 11:36:37 am**

Get some sedative herbs, grind them into powder and fill some thin walled clay vials with them. Heave them at the elephant, where they (hopefully) break open and release a cloud of sedatives around it.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Myroc** on **May 01, 2010, 01:09:47 pm**

This depends on how fast the sedatives work, but for the sentries, coat their spears in the sedative substance you'll use (if liquid or solid). If they get spotted by an elephant, they probably won't have much chance of getting away. Neither will they have much of a chance fighting it with just wooden spears. But if they can hit one with one atleast they would be neutralized for a while.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Karnewarrior** on **May 01, 2010, 01:42:29 pm**

Quote from: Fortis on May 01, 2010, 11:36:37 am

Get some sedative herbs, grind them into powder and fill some thin walled clay vials with them. Heave them at the elephant, where they (hopefully) break open and release a cloud of sedatives around it.

Pot-otov Cocktails?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Bandages** on **May 01, 2010, 02:21:31 pm**

following this thread

great art, btw

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Askot Bokbondeler** on **May 01, 2010, 08:26:09 pm**

i vote for the orwellian plan a few pages back

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **IronyOwl** on **May 02, 2010, 02:23:13 am**

The Orwellian plan could take decades, requires druggie elephants to do anything we say rather than just shank us for their next hit, involves massive and rigid restructuring of our own society, and depends highly on the elephants being fairly civilized and amenable to us to begin with.

Let's smoke herbs in its face and pry it out of there with rods of wood. Or lasso its tusks, trunk, and ears to pull its head back so we can force-feed him, if smoking won't do the job.

Digging and dragging him out would be easier, but would probably take longer than getting as many elves as will fit with as many prybars as they can carry to just brute force it.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **DarkerDark** on **May 02, 2010, 08:13:29 am**

With the elephant now stuck in the pit, the hunting party cautiously moves forward to tame the beast. Usually that involves a few soft whispers in the animal tongue, but the Elves of Amanereli have never been known to stick with tradition. After all, they're the leading civilization of the known world, they can do whatever the hell they want. And right now, they want to see an elephant stoned out of it's mind.



Starting a small fire with which they ignite a few medicinal herbs, the elves fan the smoke over into the elephant's face. It's not long before the Elephant begins to feel at peace, followed by a sudden craving for snacks. In any case, the beast is sedated and with plenty of elves to spare. It's not long before they have the elephant out of the pit and into a nice sturdy cage.



The hunting party marches triumphantly into Eyoaslef, the caged elephant in tow. The Elves of Amanereli cheer and hollar, "We now have an exotic beast with which to do trade with the Dwarves! The world's largest caravan with fifty of Amanereli's bravest elves will set forth for the Mountain Homes!"

"But first, we need someone to lead this expedition! We need an elf of royal lineage to carry our name to the Dwarves of the far east!" Said one of the higher standing elves. The Queen nodded in agreement, "Surely there must be someone willing to lead the world's greatest caravan in my name?"

Several of Amanareli's best and brightest are pulled out of the crowd as candidates. The Queen asks that a vote be held to choose out of the four, which will lead the caravan.

Ima Giftedglade, Elf Princess

[Spoiler](#) (click to show/hide)



One of the Queen's daughters and next in line to rule Amanereli, sending Princess Ima would show that the Elves of Amanereli are willing to put their trust in the stout Dwarves of the mountain homes for the benefit of world peace. She is weak and a little too frail, but being the next potential ruler of her Civilization means that the Elves in her company are inspired to do great feats.

Ale Broadstrokes, Legendary Swordself

[Spoiler](#) (click to show/hide)



Ale is equipped with the only iron weapon in all of Amanereli, a masterwork short sword. He is no stranger to heroic combat, having obtained the sword by striking down a fierce human warlord several hundred years ago. Since then, he has fought in several wars and has seen many foul enemies turned into delicious roasts. Ale Broadstrokes won't win any diplomatic awards, but he'll ensure the caravan makes it to Copper Gates even if he has to kill everything that gets in his way.

Amala Nightglimmer, Master Bowelf

[Spoiler](#) (click to show/hide)



Amala is a seasoned veteran and a hardy ranger of the Tranquil Woods. She is often the one in charge of organizing border patrols, preferring to keep skilled archers and stealthy ambushers in her company. There are few who can escape her sharp eyes and steady hand. She's not one for diplomacy, but she's an experienced military leader, and can quickly snap any elves into action when needed.

Cero Glossportals, Diplomat

Spoiler (click to show/hide)



Trusty diplomat and master merchant, Cero has long since handled the foreign affairs of Amanereli. He keeps the other civilizations of the world in check, going to great lengths to make sure the annual tree quota is being followed. He is gifted with a silver tongue, which may prove to be the most valuable asset of all.

Only one will lead the caravan, who shall it be?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Lordinquisitor** on **May 02, 2010, 08:24:22 am**

Oh god. So beautiful..

I.. I.. Actually start to like elves. I.. I don`t even feel the urge to drown them in magma anymore.

I vote for amala. We need someone who is able to kill dwarves; The diplomat would do more harm than good. (Tree limit?!) The princess it too cute, and the swordself to heroic. Fight heroic against dwarves and you die.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Askot Bokbondeler** on **May 02, 2010, 08:31:38 am**

one thing i wonder is why do elves bring caged tame elephants on the back of mules...tame the elephant, cage the mules and have the formidable beast carry the merchandise!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Nirur Torir** on **May 02, 2010, 08:37:51 am**

Amala. Dwarves tend to respect fine craftselfship more than traditional diplomacy, so getting as many goods as possible to the destination is important. She should be able to spot any ambushes before the caravan hits them.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Japa** on **May 02, 2010, 08:43:35 am**

I'd say Ms. Nightglimmer, since she seems to be most likely to get us safely to the mountainhomes, and she can pick off the dwarves from a distance if they prove treacherous.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Acanthus117** on **May 02, 2010, 08:45:04 am**

Amala. We'll need pro archers, and I bet the dwarves would respect a worthy warrior rather than a stoopid deepolomat. Can we also request to switch any swordselfes for archers?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Caesar** on **May 02, 2010, 08:46:21 am**

No! Don't! She carries a bow, and dwarves HATE bows. They're evil.

Rather, send in Ale. He's got a **MASTERWORK** *iron* **SWORD**! Dwarves like nicely crafted items and suicidal fighting styles. And melee fighting is also preferred over ranger, isn't it?

So no to the wooden bow and arrows.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **tomas1297** on **May 02, 2010, 08:46:50 am**

Bowelf if this is DF 2008.Swordelf if this is DF 2010.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Lordinquisitor** on **May 02, 2010, 08:48:55 am**

The question is not "if" the dwarves get treacherous but "when". We need those bowelves!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Nirur Torir** on **May 02, 2010, 08:55:34 am**

Even a legendary warrior needs to sleep sometimes. The archer would be better at organizing sentries.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **maxicaxi** on **May 02, 2010, 08:57:05 am**

Amala

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Acanthus117** on **May 02, 2010, 08:57:26 am**

We also gotta capitalize on the pro archers of Amanereli. Can we replace all swordselfs with archers?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Caesar** on **May 02, 2010, 08:58:45 am**

But.. But... Wasn't the swordself the one that adviced us to go get some elephants?! Surely he's the most dwarfy of the lot!

Edit: Indeed he was, on page 2.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Acanthus117** on **May 02, 2010, 08:59:57 am**

no, he was some other dude. He didn't have the sword.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Caesar** on **May 02, 2010, 09:00:20 am**

Quote from: Acanthus117 on May 02, 2010, 08:59:57 am
no, he was some other dude. He didn't have the sword.

Looked precisely the same.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Acanthus117** on **May 02, 2010, 09:01:06 am**

I didn't see that iron sword, though.

THE CHAINED GOD COMMANDS YOU

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Caesar** on **May 02, 2010, 09:08:17 am**

Quote from: Acanthus117 on May 02, 2010, 09:01:06 am
I didn't see that iron sword, though.
THE CHAINED GOD COMMANDS YOU

I don't take commands, but I think majority's winning anyways..

Oh well, you can all keep her, I'll take the princess- She's cute.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Myroc** on **May 02, 2010, 11:11:35 am**

Either Ale or Amala. Dwarves dislike nobles for a reason. My vote goes for Amala.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Mikko** on **May 02, 2010, 11:11:54 am**

Ima Giftedglade is my choice. I think I have a crush on her.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Lordinquisitor** on **May 02, 2010, 11:24:40 am**

I`m in love with her, too.

THATS WHY WE WON`T SEND HER INTO SOME KIND OF FORSAKEN HELLHOLE.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ultimuh** on **May 02, 2010, 12:32:44 pm**

I vote for either Amala or Cero, Ale is also a good choise. (Please don't send the princess to her death.)

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rune** on **May 02, 2010, 12:45:41 pm**

Bring **all** of them!

If not, I vote for the princess, without her our elves will grow wary of such ideas as capturing elephants.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Askot Bokbondeler** on **May 02, 2010, 12:51:51 pm**

i say slaughter the princess for food, i hate her

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **maxicaxi** on **May 02, 2010, 01:26:03 pm**

Quote from: Askot Bokbondeler on May 02, 2010, 12:51:51 pm
i say slaughter the princess for food, i hate her

no she is awesome

and yeah we bring all of them i say but Amala is the leader

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Armok** on **May 02, 2010, 01:33:28 pm**

Quote from: Mikko on May 02, 2010, 11:11:54 am
Ima Giftedglade is my choice. I think I have a crush on her.
Quote from: Lordinquisitor link=topic=55601.msg1216118#msg1216118 date=1272817480
I`m in love with her, too.
THATS WHY WE WON`T SEND HER INTO SOME KIND OF FORSAKEN HELLHOLE.
Me to. This art is just THAT amazing. :'(:)

I really want to see more of Ima... But realistically, Amala is the best choice in order to win.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ottofar** on **May 02, 2010, 01:35:59 pm**

Amala.

I love all of this threads art.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Askot Bokbondeler** on **May 02, 2010, 01:36:21 pm**

seriously, people, where are your morals? she's an ELF! and a NOBLE!! wretched weaboos

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Jopax** on **May 02, 2010, 01:48:01 pm**

SEXAH ELVZ
Anyway, take Amala as the leader and the others as the merchandise

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Armok** on **May 02, 2010, 01:50:11 pm**

Quote from: Askot Bokbondeler on May 02, 2010, 01:36:21 pm
seriously, people, where are your morals? she's an ELF! and a NOBLE!! wretched weaboos
All those things doesn't MATTER, she's **KAWAI**!!!!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Mikko** on **May 02, 2010, 01:52:10 pm**

I have always liked elves. Someone might remember.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Jervous** on **May 02, 2010, 01:56:15 pm**

I vote Ima, because I think we're going to need to do a whole lot of crazy things.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ottofar** on **May 02, 2010, 03:16:43 pm**

Quote from: Mikko on May 02, 2010, 01:52:10 pm
I have always liked elves. Someone might remember.

So have I.

Especially when I fail at cloth production, which is often.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **IronyOwl** on **May 02, 2010, 04:49:06 pm**

I'm gonna have to say Ima because she's *adorable*. Also, motivating the rest of our elves might be more useful than bringing along a singularly skilled one.

Second vote is for Ale. His first name is a liquor, he's wielding a masterwork iron sword, and his version of diplomacy is butchering everything in his path. The dwarves would love him.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **abculatter_2** on **May 02, 2010, 05:22:13 pm**

I agree with all of them.

If we can't bring all, bring Ale Broadstrokes. His name is ALE, he uses an IRON shortsword, and he's just generally the most dwarven of the lot. He'll likely be able to associate with them most easily, and he can help protect the caravan.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Nirur Torir** on **May 02, 2010, 05:28:11 pm**

I will be greatly amused if this has a twist ending, where the fortress is not like one of the player-controlled fortresses, and the dwarves actually would appreciate the diplomat imposing tree cutting restrictions.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Mikko** on **May 02, 2010, 05:40:27 pm**

But but! Ima will mesmerize all of them with her cuteness! Trust me!

Maybe we really should bring all of them. But I want Ima being treated like a true princess should be.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Diablous** on **May 02, 2010, 05:53:51 pm**

Ima. She's cute.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Askot Bokbondeler** on **May 02, 2010, 06:06:27 pm**

the only good elves ever did to dwarves was devour other elves

really, people, do you think dwarves would be touched by *cuteness*

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **HailFire** on **May 02, 2010, 06:36:38 pm**

Ima (cuteness aside, her status should garner respect, and inspiring our soldiers into crazy heroics will be valuable) or Ale (generally dwarvish and badass- he can just kill the crap out of ambushes, since he's our best warrior with our best weapon).

Ale if the dwarves are anticipated to be anything like this community's dwarves (corrupt intentions).

Cero's for sending with the *next* caravan, after we've blazed the trail.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rune** on **May 02, 2010, 07:17:13 pm**

I already voted for Ima a page or two back, but I wish to bring forth a justification:

While either Amala or Ale capable of bringing the caravan to safety, that is only half the journey. Once we reach the kingdom of the worthy yet sadly unenlightened dwarves, matters will be decided by the finer arts (and possibly magma and/or rampaging pachyderms).

Thus, we are left with only Cero or Ima as choices that will benefit us on the long term, of which, Cero seems a bit fixated on tree cutting quotas, which we all know how much dwarves love... However, if we send Ima, the shining jewel of the Amanareli kingdom, surely the dwarves will be awed by her majesty (and cuteness) and realize the error of their tree cutting barbaric ways.

But sending such an important figure on the long trek is indeed dangerous as some have pointed, and as rumors spread uncouth scum are surely to appear on our way, trying to kidnap or otherwise harm the heir of our beloved queen, we should, nay, we are required to bring along proper escort. Thus it is our only option to send Ima and Amala, who will be acting as captain of the princess guard and personal bodyguard.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **abculatter_2** on **May 02, 2010, 07:40:46 pm**

Just bring them all. It's the best option.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Askot Bokbondeler** on **May 02, 2010, 08:03:44 pm**

Quote from: DarkerDark on May 02, 2010, 08:13:29 am

Only one will lead the caravan, who shall it be?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Acanthus117** on **May 02, 2010, 10:54:24 pm**

Quote from: Rune on May 02, 2010, 07:17:13 pm

I already voted for Ima a page or two back, but I wish to bring forth a justification:

While either Amala or Ale capable of bringing the caravan to safety, that is only half the journey. Once we reach the kingdom of the worthy yet sadly unenlightened dwarves, matters will be decided by the finer arts (and possibly magma and/or rampaging pachyderms).

Thus, we are left with only Cero or Ima as choices that will benefit us on the long term, of which, Cero seems a bit fixated on tree cutting quotas, which we all know how much dwarves love... However, if we send Ima, the shining jewel of the Amanareli kingdom, surely the dwarves will be awed by her majesty (and cuteness) and realize the error of their tree cutting barbaric ways.

But sending such an important figure on the long trek is indeed dangerous as some have pointed, and as rumors spread uncouth scum are surely to appear on our way, trying to kidnap or otherwise harm the heir of our beloved queen, we should, nay, we are required to bring along proper escort. Thus it is our only option to send Ima and Amala, who will be acting as captain of the princess guard and personal bodyguard.

Too bad we can only send one person as the leader. If we could send Amala as the bodyguard, that would be awesome. :D

Maybe we can bring both of them, but at the risk of attracting too much attention... Hey, we should try to stop by any Human allies and recruit guards and guides.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Neyvn** on **May 02, 2010, 11:05:07 pm**

Quote from: Acanthus117 on May 02, 2010, 10:54:24 pm

Hey, we should try to stop by any Human allies and recruit guards and ***guides***.

WHAAAATTTT???? Elves need Guides now??? Thats bollocks. They just ask the local animals if they are heading towards the death and destruction done by the Fat Little Round Bearded Cranky BLOODCRAZED Humaniods. Who needs Humans???

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Acanthus117** on **May 02, 2010, 11:07:49 pm**

But remember, that only works *in the forests*. Elves are not in touch with barren wastelands, you know.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **JoshBrickstien** on **May 02, 2010, 11:12:17 pm**

I'm waiting for them to get there and be drowned in magma. :P

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rashilul** on **May 02, 2010, 11:17:57 pm**

Ale. So definitely Ale. Seriously, if I met these in my fort, the only one I would think of sparing would be Ale. But then again, it sounds like incredible hilarity will be had with Ima. Like Ma-ti being thrust into the world of DF. I think I'm sticking with Ale though.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **maxicaxi** on **May 02, 2010, 11:33:09 pm**

Quote from: Acanthus117 on May 02, 2010, 11:07:49 pm

But remember, that only works *in the forests*. Elves are not in touch with barren wastelands, you know.

i change my vote to Ima if we can take all of them just not as leaders

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Acanthus117** on **May 02, 2010, 11:35:31 pm**

Ima's cuteness will probably be a boon in attracting musclebound mercenaries.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Myroc** on **May 03, 2010, 03:29:08 am**

Hey guys, I just realized something.

We can only pick one leader, as stated, but there is nothing preventing us from bringing along the other three anyway, as caravan guards/traders. So we can still bring all of them even if we only have a single one to lead the group. For this purpose I vote for Ima.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Acanthus117** on **May 03, 2010, 03:41:07 am**

Quote from: Myroc on May 03, 2010, 03:29:08 am

Hey guys, I just realized something.

We can only pick one leader, as stated, but there is nothing preventing us from bringing along the other three anyway, as caravan guards/traders. So we can still bring all of them even if we only have a single one to lead the group. For this purpose I vote for Ima.

Me too, but only if we can take the others.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **evilcherry** on **May 03, 2010, 04:55:11 am**

I vote for Ima. Princess + Dojikko = infinite moe.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Armok** on **May 03, 2010, 05:15:36 am**

Quote from: evilcherry on May 03, 2010, 04:55:11 am

I vote for Ima. Princess + Dojikko = infinite moe.

As somone stated before: thats why we shuld beg the artists on our knees to draw more of her and tell us more of her story, but ***NOT*** send her into probable doom at a dwarven fort!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Karnewarrior** on **May 03, 2010, 06:32:03 am**

Ima. feats of daring from a normal dude beats feats of ehh from a hero.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Siquo** on **May 03, 2010, 07:04:38 am**

Ima. Also: Awesome thread.

And I had to laugh out loud, something the internet rarely makes me do, well done!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Haspen** on **May 03, 2010, 07:10:34 am**

Whoever will be a leader, Ms.Ranger and Mr.Uberswordelf must come.

The elephant smoking weed made me laugh loud again.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Mikko** on **May 03, 2010, 07:12:58 am**

Quote from: Acanthus117 on May 02, 2010, 11:35:31 pm
Ima's cuteness will probably be a boon in attracting musclebound mercenaries.

You got a point. I say we should bring Ima as our leader and recruit some goddamn huge humans to keep her (and us) secure!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Acanthus117** on **May 03, 2010, 07:16:19 am**

I think that Amala would do in a pinch, but then we'd end up having to slaughter human towns/get slaughtered by lusty warriors with their axes.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Diablous** on **May 03, 2010, 03:20:32 pm**

Quote
And right now, they want to see an elephant stoned out of it's mind.

dies laughing

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Haspen** on **May 03, 2010, 03:28:20 pm**

I'm against making a stop at Humans.

We don't know - maybe they're at war with Dwarves? You know, human caravan 'accidentally' ended in that magma pool, or something.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Siquo** on **May 03, 2010, 03:40:04 pm**

I also approve of the use of spoiler tags for the really good pics. Too often my eyes glance over that punchlinepanel to spoil it just enough for me... This is great.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Caesar** on **May 03, 2010, 04:02:15 pm**

Quote from: Haspen on May 03, 2010, 03:28:20 pm
We don't know - maybe they're at war with Dwarves? You know, human caravan 'accidentally' ended in that magma pool, or something.

Urist McBroker: "Oh, pardon me, good sir.. We didn't mean to drop you in that pool for you to-"

Urist McPeasant: "He's.. blistering."

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Fortis** on **May 03, 2010, 04:15:12 pm**

I'd say Ima. Fifty elves inspired to heroic acts would be better than one lone heroic elf. And Cero is right out. One doesn't start trade relations with demanding the dwarves change their ways. Earn their respect and admiration first and lead by example.

Oh, and I sigged the stone elephant quote. I've been chuckling for a while now about that. Might make an avatar from the elephant having a smoke, with your permission.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Karnewarrior** on **May 03, 2010, 04:17:29 pm**

If we pick Cero, it will be Funtm.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Julien Brightside** on **May 03, 2010, 04:39:47 pm**

I suggest we bring along Ale or Amala.

Figuring the top priority is to reach the dwarven fort, alive. Diplomatic abilities are not worth anything if everyone gets killed on the way.

Ima seems like one would attract too much attention from enemies, goblins sure would like to take her captive.

Ale seems to be able to lead the expedition, although he himself is a great warrior, I am not sure about the rest of the elves.

I would however put my trust in Amala. Her eyes would probably be able to notice enemy forces before they get too close. Seeing the enemy before it sees you is a good thing.

On unrelated note: Love the art. Really like how you portray the elves.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Haspen** on **May 03, 2010, 04:46:42 pm**

Hmm! If there's an elf not busy with loading up the goods, please count the votes.

I'm too lazy busy myself, what a pity.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rashilul** on **May 03, 2010, 06:19:17 pm**

This is somewhat close to the vote count probably if we can only take one not counting those who said either or and probably messing up on some vote switches.

Ima:10

Ale:3
Amala:9
Cero:1

.....
.....
.....I can say with certainty that if Ale Broadstrokes were a woman, s/he would beat the competition easily.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **LeoLeonardoIII** on **May 03, 2010, 07:10:05 pm**

I vote Amala.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **DarkerDark** on **May 03, 2010, 07:50:33 pm**

The Elves of Amanereli gather to discuss who they trust to lead the caravan. There are those who love their princess dearly and wish not to part with her, but the dangers of this world are great, and there is still a great part of the eastern lands that lay unexplored by elves. The risks are too great to send the Queen's daughter, and so, Amala, trusted Ranger, Master Bowelf is chosen.



The Queen gives her blessings to which Amala replies, "It is an honor to lead this expedition in your name, Queen Lothena. I will see the caravan safely to the Dwarven lands from which we shall return with all the riches of the great mountains."

Nodding her approval, the Queen adds, "It shall be the first step towards enlightening the stout mountain peoples of the far east. All our hearts go with you and the brave elves in your company, Amala Nightglimmer. May the Dwarves welcome you with open arms!"

The final preparations are made. Cero draws up a list of goods, slipping it to Amala, included is a list of elves under her command as well as a map to the Dwarven Mountain Home of Copper Gates. He seems fairly upset that he wasn't chosen, and he mutters under his breath, "Perhaps if I had a little more girth in my chest, I might have actually received some votes. Bah! Who am I to question the children of Amanereli? Do remember to be courteous and polite when you are finally granted audience with the Dwarves, Ranger, I would hate to see you blow our opportunities because of poor tact."

The List.
[Spoiler](#) (click to show/hide)
20 Bowelves
10 Spearelves
20 unarmored elves of various trade
20 mules

1 caged elephant
4 caged hoary marmots
50 barrels of strawberry wine
30 bundles of rope reed cloth
10 baskets of various berries
10 bins of wooden goods
5 barrels of assorted herbs
10 of the highest quality rope reed blankets
10 spindles of rope reed rope
10 bundles of wood blessed by the druids

The Map.
[Spoiler](#) (click to show/hide)



After reviewing the list, Ms. Nightglimmer looks over the map and determines there are two courses to take:

1. Head south across the great plains and into human lands, making use of their roads. Though the elves have commanded respect from the humans, there are still tensions between the two races, as the humans are jealous of Amanereli's power, but for now, there is peace between Kisenithim and Amanereli.

2. Avoid the humans by crossing the Plains of Torment, elephant country. This route leads to the Whispering Marshes and the Hills of Foreboding, but Amala is confident she can use her Ranger skills to find passage through these lands.

The Queen does not wish to risk so much of Amanereli's royal blood in a single trip, so has requested that Ima, Ale and Cero stay behind. Amala has swapped out the swordelves for bowelves (already listed) to compliment her preferred combat tactics. Will there be any other changes to the list? Any additions that should be made? Also, which course should the caravan take?

Note: I counted up the votes, going by people's first choice and ignoring the change of mind when they switched from Amala to Ima after thinking they could have ALL four candidates. Another note, I'm working long shifts the next two weeks straight, and so updates will either be slower, or contain less art than I'd like to include.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Bandages** on **May 03, 2010, 07:53:02 pm**

Route 2 sounds more FUN. I vote for that.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Diablous** on **May 03, 2010, 07:53:26 pm**

Route 2.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **abculatter_2** on **May 03, 2010, 07:55:55 pm**

Route 2

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Faden** on **May 03, 2010, 07:57:32 pm**

Route number two!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Nirur Torir** on **May 03, 2010, 07:59:34 pm**

Route 2. Route 1 is too diplomatically dangerous - Kill a few human bandits, and the local peasantry would probably misinterpret our actions, even if we offered to share the meat.

Do we have enough food, or are we going to live off of the land?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Karnewarrior** on **May 03, 2010, 08:55:18 pm**

Route one. We can trade with the humans for some humanly goods, thereby avoiding their ire when we arrive with only booze (good) and cloth (very, very bad).

Oh, and do we have some pot for the elephants? NO. so route 2 = impaled!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rashilul** on **May 03, 2010, 09:00:08 pm**

Route 2, lets kill us some ellies!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ultimuh** on **May 03, 2010, 09:47:41 pm**

Route 2
As posted earlier, it's more fun!

Besides, as we are in peace with the humans, we should not risk that by doig something stupid in their lands.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Labs** on **May 03, 2010, 09:57:35 pm**

Two.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Kelbin** on **May 03, 2010, 10:20:32 pm**

One because I want to see artwork of ~~humans~~ Umans.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Dorten** on **May 03, 2010, 10:20:41 pm**

As for the success I'd vote for route one. But I vote for route **TWO**. Cause, you know, fun.

And why do we bring so little herbs? What if the elephant smokes all of them in the middle of journey? **More herbs**. Also, less unarmored elves, more bowelves! Also, less spearelves, more bowelves! Also, less hoary marmots, more bowelves!!!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Acanthus117** on **May 03, 2010, 11:07:50 pm**

Uno.

WE CAN GET HUMENS

Also, it's real damn funny that Cero thought that boobies would help him :X

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Acanthus117** on **May 03, 2010, 11:26:33 pm**

switch out more cloth for sunberries.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Dorten** on **May 03, 2010, 11:27:23 pm**

Hell, no.

Switch out more cloth for **bowelves**!!!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Acanthus117** on **May 03, 2010, 11:28:53 pm**

::)

we can't do that. We would need some spearelves to finish off any d00dz...

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Dorten** on **May 03, 2010, 11:30:46 pm**

Well, leave one spearelf...

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Acanthus117** on **May 03, 2010, 11:32:36 pm**

I'd like to keep the amount of elves that we have. If I had control over this, I would like to go to the Human towns, and possibly trade for better weapons (iron arrows?)

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Fortis** on **May 04, 2010, 01:31:33 am**

Something tells me that the humans might just try and get a cut of the caravan through shenanigans such as road tolls and caravan taxes. I say route 2.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **maxicaxi** on **May 04, 2010, 01:34:35 am**

Quote from: Fortis on May 04, 2010, 01:31:33 am
Something tells me that the humans might just try and get a cut of the caravan through shenanigans such as road tolls and caravan taxes. I say route 2.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Haspen** on **May 04, 2010, 02:23:02 am**

Quote from: maxicaxi on May 04, 2010, 01:34:35 am
Quote from: Fortis on May 04, 2010, 01:31:33 am
Something tells me that the humans might just try and get a cut of the caravan through shenanigans such as road tolls and caravan taxes. I say route 2.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Caesar** on **May 04, 2010, 03:54:54 am**

Let's just take route two, sweettalk the elephants, and train all unskilled elves into using spears or unarmed fighting whenever the caravan stops to rest. This way everybody can contribute in the case of a fight, and spears are easy to make. Also make sure that some of the elves are capable of making arrows.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Neyvn** on **May 04, 2010, 03:57:21 am**

Quote from: Caesar on May 04, 2010, 03:54:54 am
Let's just take route two, sweettalk the elephants, and train all unskilled elves into using spears or unarmed fighting whenever the caravan stops to rest. This way everybody can contribute in the case of a fight, and spears are easy to make. Also make sure that some of the elves are capable of making arrows.
Yeah Tame more Elephants on the way... Seriously. If you saw an Elf Caravan coming into the Trade Depo carrying 10 Caged Tame Elephants. Would you Pour Magma over them straight away, or would you think about it for a bit... THEN ROB THEM BLIND... Wait what???

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Julien Brightside** on **May 04, 2010, 04:30:07 am**

I think route 2 sounds more "safe". Considering that the elephants won` t attack the elves out of political or economical gain and might be easier to avoid unless one provoke them.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Acanthus117** on **May 04, 2010, 04:39:06 am**

Quote from: Caesar on May 04, 2010, 03:54:54 am
Let's just take route two, sweettalk the elephants, and train all unskilled elves into using spears or unarmed fighting whenever the caravan stops to rest. This way everybody can contribute in the case of a fight, and spears are easy to make. Also make sure that some of the elves are capable of making arrows.
So this.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Neyvn** on **May 04, 2010, 04:45:44 am**

Wait.... //Insert random Ackbar Poster// We have a caged Elephant. Won't Wild Elephants get angry about the trapping of the stoned one...???

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Haspen** on **May 04, 2010, 05:28:54 am**

Quote from: Neyvn on May 04, 2010, 04:45:44 am

Wait.... //Insert random Ackbar Poster// We have a caged Elephant. Won't Wild Elephants get angry about the trapping of the stoned one...???

cough

Wild elephants spot the caged one!
"We are coming to rescue you, bro!"
Cage elephant smokes weed.
"Peace, brothers! Elves have weeeed! Come join them, there's enough for you!"

So, naturally, we take route 2.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Myroc** on **May 04, 2010, 06:20:47 am**

Quote from: DarkerDark on May 03, 2010, 07:50:33 pm

The Queen does not wish to risk so much of Amanereli's royal blood in a single trip, so has requested that Ima, Ale and Cero stay behind.

Crap.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Siquo** on **May 04, 2010, 06:33:28 am**

Route **two**. Also, bring **more booze, dump cloth**. You can't deal with sober dwarves.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **maxicaxi** on **May 04, 2010, 06:57:42 am**

Quote from: Siquo on May 04, 2010, 06:33:28 am

Route **two**. Also, bring **more booze, dump cloth**. You can't deal with sober dwarves.

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Wild elephants spot the caged one!
"We are coming to rescue you, bro!"
Cage elephant smokes weed.
"Peace, brothers! Elves have weeeed! Come join them, there's enough for you!"

So, naturally, we take route 2.

i agree to both

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Armok** on **May 04, 2010, 07:25:43 am**

Bring more Drugs! We already got alcohole, but we shuld also bring more weed, coffee, and pherhaps some hevier stuff!
Also, make some cover so wild elephants wont see we got a captive one!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **LeoLeonardoIII** on **May 04, 2010, 11:48:21 am**

Caravan goods are fine. Take more bowelves instead of unskilled elves, though, if possible.

Route 2. We have the Ranger leader, so it should be fine. Going through the Humans lands without a diplomat is just dumb, the Humans will try to steal everything on the way through. Now if we could kill them all on the way and make sausages out of them, I'd be all for Route 1. But it sounds like a whole kingdom and we can't kill them all, so I say Route 2.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Acanthus117** on **May 04, 2010, 01:00:25 pm**

Yeah, I think arming our elves whilst we travel is a good idea. Too bad we're definitely going route 2, since I wanted to see how humens would look like, and potentially the interracial tensions between the two...

We should also stock up on and spears for the unskilled elves. We'll need the extra firepower and spears in no time.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rune** on **May 04, 2010, 01:10:16 pm**

Human path! We've had our share of elephant viciousness already...

Perhaps some food and water for the travel? Other provisions (Tents, stakes, oil lamps/torches... Not to mention 10 foot poles can always come in handy somewhere... Especially encountering cunning and deceitful dwarven traps)?. Or can we assume we'll have basic travel provisions?

Speaking of oil, maybe some high grade cooking oil? Or olives, or other more exotic foodstuff the dwarves can't get themselves!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Siquo** on **May 04, 2010, 01:25:23 pm**

Also, arms are overrated. These unarmed elves are tradesmen, remember? Who's going to dig your elephant pit and make the spikes? Fletch your arrows? Make your bows? Build the bridge over the chasm?

That's right, those 20 unarmed tradeselves. I say keep them.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Samthere** on **May 04, 2010, 01:26:48 pm**

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **abculatter_2** on **May 04, 2010, 01:28:04 pm**

Or olives, or other more exotic foodstuff the dwarves can't get themselves!

Bring more sunberries! Or sunshine. Delicious sunshine...

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Fortis** on **May 04, 2010, 02:13:13 pm**

I'm sure that with all the elves skill with plants, that they could find some toxin or another that can be put on the arrowheads and used to take down the elephants.

Title: Re: Elves of Amanereli - Paint adventure
Post by: Caesar on May 04, 2010, 04:24:09 pm

Also, arms are overrated. These unarmed elves are tradesmen, remember? Who's going to dig your elephant pit and make the spikes? Fletch your arrows? Make your bows? Build the bridge over the chasm?

That's right, those 20 unarmed tradeselves. I say keep them.

But why not let them make some spears for themselves as well, so that they can indeed protect themselves with at the very least some efficiency instead of dying surely? We should also let them practice a bit when they can, so that they're just that tad better than conscripts.

Title: Re: Elves of Amanereli - Paint adventure
Post by: Karnewarrior on May 04, 2010, 06:45:09 pm

[illegible]

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Fortis** on **May 04, 2010, 07:58:11 pm**

I have no problem with arming the remaining elves, just so long as we remember they're tradeselves and not soldiers.

Oh, and thanks to DarkerDark for letting me make an avatar from his pictures.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **dragnar** on **May 04, 2010, 09:20:41 pm**

So... Much... Awesome... route 2.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **IronyOwl** on **May 04, 2010, 11:59:22 pm**

Everything looks fine to me. Seems the route is already decided.

I have no particular problem with bringing weapons for the civilian elves, but I'm thinking at that point we might be deep enough in trouble that it's not really something to plan for. Training them along the way might be alright, but for the most part I'm thinking they'll have better things to do, maybe even including getting better at what we brought them for rather than what we desperately hope we don't need them for.

Title: Re: Elves of Amanereli - Paint adventure
Post by: Fault on May 05, 2010, 12:14:54 am

WHOA, there's good art here!
you ever post anything on the fan art forums, darkerdark?

Whoa, this is all in MS Paint? Incredible! How did you get it non-pixelly?

I would also like to know how you got it to look non-pixelly. Pizelation is a huge problem when I use MS paint.

Title: Re: Elves of Amanereli - Paint adventure
Post by: Demonic Spoon on May 05, 2010, 01:34:51 pm

Oh my, I haven't laughed this hard in a quite a while, excellent story! Can't wait for the next update! And as everyone has already said, the art is lovely.

Title: Re: Elves of Amanereli - Paint adventure
Post by: Kelbin on May 05, 2010, 02:05:58 pm

Get rid of all the unarmed elves and replace them with 40 armless elf children skilled in the ancient art of biting!

All rhesus will be torn to pieces!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ultimuh** on **May 05, 2010, 02:07:24 pm**

Get rid of all the unarmed elves and replace them with 40 armless elf children skilled in the ancient art of biting!

Err.. no.. just.. no..

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Kelbin** on **May 05, 2010, 02:11:26 pm**

Quote from: Ultimuh on May 05, 2010, 02:07:24 pm

Quote from: Kelbin on May 05, 2010, 02:05:58 pm

Get rid of all the unarmed elves and replace them with 40 armless elf children skilled in the ancient art of biting!

Err.. no.. just.. no..

Yes... just.....

yes!!!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ottofar** on **May 05, 2010, 02:17:29 pm**

Quote from: Kelbin on May 05, 2010, 02:11:26 pm

Quote from: Ultimuh on May 05, 2010, 02:07:24 pm

Quote from: Kelbin on May 05, 2010, 02:05:58 pm

Get rid of all the unarmed elves and replace them with 40 armless elf children skilled in the ancient art of biting!

Err.. no.. just.. no..

Yes... just.....

yes!!!

The goal is to survive. So. Nao.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Kelbin** on **May 05, 2010, 02:23:22 pm**

Quote from: Ottofar on May 05, 2010, 02:17:29 pm

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Get rid of all the unarmed elves and replace them with 40 armless elf children skilled in the ancient art of biting!

Err.. no.. just.. no..

Yes... just.....

yes!!!

The goal is to survive. So. Nao.

Well wouldn't children that can bite a ettin's god damn heads off count as surviving to you?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Julien Brightside** on **May 05, 2010, 02:25:09 pm**

How would they carry stuff into the depot?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **HailFire** on **May 05, 2010, 02:29:24 pm**

Quote from: Kelbin on May 05, 2010, 02:05:58 pm

Get rid of all the unarmed elves and replace them with 40 armless elf children skilled in the ancient art of biting!

All rhesus will be torn to pieces!

I vote we string this one up for the birds.

We'd have to *produce* armless children first, and that's not going to happen.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **RandomNumberGenerator** on **May 05, 2010, 08:34:28 pm**

This is awesome.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **DarkerDark** on **May 06, 2010, 05:13:53 am**

Last minute changes are made to the caravan. The Elves of Amanereli decide to exchange some of the rope reed cloth for some more strawberry wine and a few barrels of assorted herbs. As the finishing touches are made, a concern is brought up about the dangers of the journey. Surely it would be wise to arm every elf that's accompanying the caravan?

One elf, who has maybe had a little too much strawberry wine, steps forward, pointing to a small child, "I say we just get rid of any elf who's not a trained soldier, and instead, replace them with forty armless children, skilled in the ancient art of biting!" The other elves give him a strange look as he continues, "What's sharper than the teeth of an elven child?! Nothing! Anything that dares to stand in our way will be torn to pieces!"



The inebriated elf chuckles loudly, repeating his suggestion to Amala.

[Spoiler](#) (click to show/hide)



Unfortunately Amala doesn't have a sense of humor.

Elf Deaths: 3

Ms. Nightglimmer addresses the concerns by distributing wooden weapons among the caravan. Although the hardened Ranger would prefer to see every elf equipped with a bow, she realizes that training would take time, and so the majority of weapons distributed are spears and swords. Once the weapons are handed out, Amala inspects the caravan. She does well to make sure every elf and beast of burden is fit for the journey.

The Updated List.[/b]

[Spoiler](#) (click to show/hide)

- 10 Bowelves - armored
- 10 Bowelves - unarmored, skilled ambushers
- 10 Spearelves - shield and armored
- 10 untrained Spearelves
- 10 untrained Swordselves
- 20 mules

- 1 caged elephant
- 4 caged hoary marmots
- 60 barrels of strawberry wine
- 10 bundles of rope reed cloth
- 10 baskets of various berries
- 10 bins of wooden goods
- 10 barrels of assorted herbs (cooking herbs included)
- 10 of the highest quality rope reed blankets
- 10 spindles of rope reed rope
- 10 bundles of wood blessed by the druids
- 10 bags of provisions (dried fruits and seeds)

Without any more delays, the caravan departs Eyoaslef. All of Amanereli is there to see them off, giving blessings and well wishes.



The caravan is fresh and eager, it makes good distance, crossing half of the Plains of Torment in two days. By the third day, however, Amala catches sight of something in the distance. Something that's been tailing far behind the caravan ever since they left the Tranquil Woods.



"...Elephants..."

As far as Amala can determine, they've been keeping their distance, merely following far behind the caravan, well out of arrowshot. Does this call for a change of plans, or should the elves even worry themselves with the cautious beasts? The elves murmur amongst themselves nervously. The Hills of Foreboding and the Whispering Marshes are still two days away.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **DarkerDark** on **May 06, 2010, 05:24:30 am**

Quote from: Fault on May 05, 2010, 12:14:54 am

WHOA, there's good art here!
you ever post anything on the fan art forums, darkerdark?

Quote from: Cheddarius on April 26, 2010, 09:59:10 pm

Whoa, this is all in MS Paint? Incredible! How did you get it non-pixelly?

I would also like to know how you got it to look non-pixelly. Pizelation is a huge problem when I use MS paint.

Yeah, I don't use MS paint. I use Open Canvas. I suppose that means I'm cheating? ;D

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Dorten** on **May 06, 2010, 05:26:47 am**

Elephants are waiting for elves to go to sleep!
I say, don't show that thay are noticed, and make some spear traps around, as we camp for a night.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Neyvn** on **May 06, 2010, 05:45:17 am**

Perhaps send an Elf to play diplomat with the elephants, the elf can talk to the creatures and find out the reason they are following them...

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Askot Bokbondeler** on **May 06, 2010, 05:48:15 am**

Quote from: Neyvn on May 06, 2010, 05:45:17 am

the reason they are following them...

you can't guess?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **shome** on **May 06, 2010, 05:58:56 am**

Smoke some herbs and chillax, man.
The elephants are all the way over there, nothings gonna happen.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Siquo** on **May 06, 2010, 06:00:49 am**

We might have their elephant king... Making him a high high-elephant.

If we can talk to the elephants, ask our high elephant why we might be followed by his kin. We've been followed for days, so they're not likely to "wait until we sleep". Alternatively, find a sueker diplomat to talk to the elephants following us.

Also, laughed out loud again at the stupid elf :D

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Dorten** on **May 06, 2010, 06:01:30 am**

Quote from: Neyvn on May 06, 2010, 05:45:17 am

Perhaps send an Elf to play diplomat with the elephants, the elf can talk to the creatures and find out the reason they are following them...

You forgot, that elves of Amanereli can't speak with animals...

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Neyvn** on **May 06, 2010, 06:07:50 am**

Quote from: Dorten on May 06, 2010, 06:01:30 am

Quote from: Neyvn on May 06, 2010, 05:45:17 am

Perhaps send an Elf to play diplomat with the elephants, the elf can talk to the creatures and find out the reason they are following them...

You forgot, that elves of Amanereli can't speak with animals...

Quote from: DarkerDark on May 02, 2010, 08:13:29 am

With the elephant now stuck in the pit, the hunting party cautiously moves forward to tame the beast. Usually that involves a few soft whispers in the animal tongue, but the Elves of Amanereli have never been known to stick with tradition. After all, they're the leading civilization of the known world, they can do whatever the hell they want. And right now, they want to see an elephant stoned out of it's mind.

No... They can, we were all to busy thinking like Dwarves...

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Karnewarrior** on **May 06, 2010, 06:22:27 am**

This is a problem...

CHICKEN DEFENSE!
put chickens... oh crap, we forgot the chickens!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Flaede** on **May 06, 2010, 06:47:06 am**

So we're being followed. So what?
Maybe it's elephants hell-bent on killing us, maybe it's an escort, sent by the forest spirits?

If the latter, we would do best not to question it. If the former, we're doomed already, so why worry about it? If we make it to the dwarves, or run across any other natural enemy of the noble elephant, really, then having a bunch of elephants following behind us would be a *good* thing.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Samthere** on **May 06, 2010, 06:58:39 am**

Why are we not dancing and singing and throwing flowers around the caravan throughout the journey?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Flaede** on **May 06, 2010, 07:01:09 am**

Quote from: Samthere on May 06, 2010, 06:58:39 am
Why are we not dancing and singing and throwing flowers around the caravan throughout the journey?

This. Definitely also this.
But why flowers? Why not SEEDS? spread the Forest as we go, bringing the forest spirits into new territory.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Acanthus117** on **May 06, 2010, 07:02:03 am**

Oh god, I couldn't stop giggling after the bit about the biting elven children.

+100000 respect to Darkerdark

Also, we should be cautious. Show no aggression to the elephants, but if needed, start fires using whatever makes bigger smoke clouds. It will scare off elephants in the opposite direction if done right. While some elves light the fire, have the rest of the group move around them.

Also, I veto the whole throwing flowers bullshit.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Flaede** on **May 06, 2010, 07:06:50 am**

FIRE? What is with this fire and smoke and blood and whatnot. We're elves! stealthy, speedy, in-tune-with-tha-wildlife elves. You have something against forest spirits, Acanthus?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Mikko** on **May 06, 2010, 07:09:30 am**

Okay. Here's the thing. Smoke herbs. Throw flowers and/or seeds all around and dance. It's going to be a long journey so better make it a fun one.

Let's question the caged elephant about the elephants following us.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Acanthus117** on **May 06, 2010, 07:10:19 am**

I like the last part of Mikko's post better.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Julien Brightside** on **May 06, 2010, 07:13:07 am**

First thought:
How many elephants are there?

Second thought:
Do the elves carry something which the elephants find tasty?

Third thought:
When setting up camp, put a few of the bowelves on guard, make a few "fake" elves out of straw and cloth and dig a pitfall or two. Then put other elves hiding beneath rope reed cloth and rope reed blankets nearby.

Fourth thought:
Or alternatively, make a "fake" elf out of straw and cloth, put him behind and see what the elephants do when they discover the lone elf.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Mikko** on **May 06, 2010, 07:14:54 am**

Quote from: Julien Brightside on May 06, 2010, 07:13:07 am
Second thought:
Do the elves carry something which the elephants find tasty?

Souls.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Siquo** on **May 06, 2010, 07:33:20 am**

Quote from: Mikko on May 06, 2010, 07:14:54 am

Quote from: Julien Brightside on May 06, 2010, 07:13:07 am

Second thought:
Do the elves carry something which the elephants find tasty?

Souls.

:O

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Demonic Spoon** on **May 06, 2010, 07:43:01 am**

Wait what, elves have souls now?

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Caesar** on **May 06, 2010, 07:51:33 am**

No, they carry souls. Those of the people they ate.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **LeoLeonardoIII** on **May 06, 2010, 11:40:21 am**

An elephant's tusks grow every time it kills, as the tusk is actually made of the delicious, nutrient-rich soul. Soaking them in blood is purely cosmetic.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **RandomNumberGenerator** on **May 06, 2010, 11:58:31 am**

Quote from: DarkerDark on May 06, 2010, 05:24:30 am

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I would also like to know how you got it to look non-pixelly. Pizelation is a huge problem when I use MS paint.

Yeah, I don't use MS paint. I use Open Canvas. I suppose that means I'm cheating? ;D

It actually is possible to remove (or at least, severely reduce) pixelation in MS Paint. It is however, a LOT of manual work - sometimes I do it with my pixel art, but I would never attempt it on anything large. Programs like GIMP or Photoshop(or Open Canvas, I guess) have built-in tools that blend the pixels automatically, so it's best to use those.

And for the love of all that is holy, *never* save an image as a .JPEG. It does reduce the filesize, but it also makes the picture look like crap. With really large pictures, the size/compression might be worth it, but .PNG is a much better extension.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **cganya** on **May 06, 2010, 12:38:51 pm**

watching this amazing thread. Also I like the idea of setting up fake elf decoys. also, should we not be moving at night? I don't recall elephants having good eyesight, probably much worse at night and at this distance we could escape their line of sight easily. however that is all moot if elephants are smart enough to follow our tracks. too bad there isnt a huge section of rock to cross or a stream to wade through

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Karnewarrior** on **May 06, 2010, 02:36:43 pm**

Stop the caravan! We must tell these elephants we mean them no harm!

(Have any of you played Overlord? Now those are *elves!*)

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Demonic Spoon** on **May 06, 2010, 02:38:32 pm**

Spoiler (click to show/hide)
The dead ghost ones or the ones that were held captive by the dwarves? I killed or rekilld them all of course. I felt rather proud when I had caused the extinction of the entire elven species.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **NUKE9.13** on **May 06, 2010, 02:42:49 pm**

- 1) This art is epic
- 2) Leave behind a distraction for the elephants, yes. Fake cloth and straw, no. That will not stall the elephants very long. Leave behind a few elves, who are to wait until the elephants draw near, and then flee back to the forest, drawing them away from the main caravan.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **maxicaxi** on **May 06, 2010, 03:30:16 pm**

Quote from: Flaede on May 06, 2010, 07:01:09 am

Quote from: Samthere on May 06, 2010, 06:58:39 am

Why are we not dancing and singing and throwing flowers around the caravan throughout the journey?

This. Definitely also this.
But why flowers? Why not SEEDS? spread the Forest as we go, bringing the forest spirits into new territory.

thiiiiiiis

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **LeoLeonardoIII** on **May 06, 2010, 05:33:19 pm**

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Quote from: Taco Dan on May 06, 2010, 06:38:44 pm

Quote from: Rashilul on May 06, 2010, 06:36:05 pm

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Thiiiiiiiiis?

Thiiiiiiiiis.

I think I just saw Amala scowl at the two of you.

Thiiiiiiiiis is the extent of the forum's sanity...

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Post by: **SHAD0Wdump** on **May 06, 2010, 07:13:34 pm**

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Thiiiiiiiiis.

I think I just saw Amala scowl at the two of you.

Thiiiiiiiiis is the extent of the forum's sanity...

I'm so proud right now that my quote is in the centre of all this :D
Edit: sorry, centre of all
thiiiiiiiiis-

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ultimuh** on **May 06, 2010, 08:06:12 pm**

With all due respect, I think Amala would not even accept such behaviour.
However I agree that we should ignore them for now, letting them make the first move then we see what we do about it afterwards.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Karnewarrior** on **May 06, 2010, 08:52:30 pm**

I look forward to darkerdarks pictures of this.

thiiiiiiiiis is the extent of the forum's sanity...

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **HailFire** on **May 06, 2010, 09:28:06 pm**

Wow, if this keeps up, Amala's going to end up slaughtering the whole caravan.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Dorten** on **May 06, 2010, 09:51:29 pm**

Hey, maybe the elephants saw their friend being happy to the brim with smoking our weeds? Just leave some weed and fire making equipment for them to try too :D

Elephants sure CAN start a fire, can't they?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ultimuh** on **May 06, 2010, 09:54:23 pm**

Quote from: Dorten on May 06, 2010, 09:51:29 pm

Elephants sure CAN start a fire, can't they?

Hmm.. is the ground covered with grass?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Dorten** on **May 06, 2010, 09:56:35 pm**

Hopefully, the elephants will smoke their brains out and start a fire, burning themselves :D

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Acanthus117** on **May 06, 2010, 10:27:32 pm**

We should just start a fire, making sure that the elephants can see a great plume of smoke. No natural animal likes fire, and they'll run!

Goddamn morons are gonna get us all killed.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **dragnar** on **May 06, 2010, 11:01:49 pm**

Quote from: Acanthus117 on May 06, 2010, 10:27:32 pm

We should just start a fire, making sure that the elephants can see a great plume of smoke. No natural animal likes**NOTICES** fire, and they'll run **CHARGE!**

Goddamn morons are gonna get us all killed.

This is a DF-like world after all.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Acanthus117** on **May 06, 2010, 11:04:57 pm**

Hmmm... you have a point. But then we could use the fire as a sort of decoy, to lure the elephants away from the main group.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Kelbin** on **May 07, 2010, 12:28:04 am**

You know we could of used that last elf that died as bait while they get away but...

NOOOOOOOOOOOOOOooooooooooooo...

Now hes dead and not spilling blood as Armok is pleased by! >:(Infidels!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Raviaric** on **May 07, 2010, 01:24:42 am**

Send in the legendary armless biting children!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Acanthus117** on **May 07, 2010, 01:28:22 am**

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Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **HailFire** on **May 07, 2010, 01:36:55 am**

Quote from: Acanthus117 on May 07, 2010, 01:28:22 am

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Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Mikko** on **May 07, 2010, 01:37:48 am**

Somebody give Amala some herbs. Quick. Light them for her. Give her a footmassage. Just goddamn spoil her. You don't want this caravan to end to it's berserking leader, an elite soldier grown tired to listening us.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Taco Dan** on **May 07, 2010, 03:06:34 am**

Quote from: HailFire on May 07, 2010, 01:36:55 am

Quote from: Acanthus117 on May 07, 2010, 01:28:22 am

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Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Siquo** on **May 07, 2010, 03:43:43 am**

You all do know that we're going to lose at least 4 elves now, jumping around throwing flowers, singing 'thiiis thiiis' and subsequently butchered by Amala.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **maxicaxi** on **May 07, 2010, 03:45:40 am**

Quote from: Siquo on May 07, 2010, 03:43:43 am
You all do know that we're going to lose at least 4 elves now, jumping around throwing flowers, singing 'thiiis thiiis' and subsequently butchered by Amala.

why would amala kill the elves for extending their territory?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Mikko** on **May 07, 2010, 03:53:58 am**

Quote from: Siquo on May 07, 2010, 03:43:43 am
You all do know that we're going to lose at least 4 elves now, jumping around throwing flowers, singing 'thiiis thiiis' and subsequently butchered by Amala.

Not if we
Quote from: Mikko on May 07, 2010, 01:37:48 am
give Amala some herbs. Quick. Light them for her. Give her a footmassage. Just goddamn spoil her. You don't want this caravan to end to it's berserking leader, an elite soldier grown tired to listening us.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **maxicaxi** on **May 07, 2010, 04:40:11 am**

Quote from: Mikko on May 07, 2010, 03:53:58 am
Quote from: Siquo on May 07, 2010, 03:43:43 am
You all do know that we're going to lose at least 4 elves now, jumping around throwing flowers, singing 'thiiis thiiis' and subsequently butchered by Amala.
Not if we
Quote from: Mikko on May 07, 2010, 01:37:48 am
give Amala some herbs. Quick. Light them for her. Give her a footmassage. Just goddamn spoil her. You don't want this caravan to end to it's berserking leader, an elite soldier grown tired to listening us.

we do this

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Cheetar** on **May 07, 2010, 04:54:51 am**

Quote from: maxicaxi on May 07, 2010, 04:40:11 am
Quote from: Mikko on May 07, 2010, 03:53:58 am
Quote from: Siquo on May 07, 2010, 03:43:43 am
You all do know that we're going to lose at least 4 elves now, jumping around throwing flowers, singing 'thiiis thiiis' and subsequently butchered by Amala.
Not if we
Quote from: Mikko on May 07, 2010, 01:37:48 am
give Amala some herbs. Quick. Light them for her. Give her a footmassage. Just goddamn spoil her. You don't want this caravan to end to it's berserking leader, an elite soldier grown tired to listening us.

we do this
Sounds good.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rune** on **May 07, 2010, 04:58:34 am**

Quote from: Acanthus117 on May 06, 2010, 10:27:32 pm
We should just start a fire, making sure that the elephants can see a great plume of smoke. No natural animal likes fire, and they'll run!
Goddamn morons are gonna get us all killed.

Not sure if DF elephants count as natural animals >_>

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Acanthus117** on **May 07, 2010, 05:18:44 am**

Damn it, we're gonna lose this.

Grumbles to self

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Taco Dan** on **May 07, 2010, 05:29:27 am**

Quote from: Cheetar on May 07, 2010, 04:54:51 am
Quote from: maxicaxi on May 07, 2010, 04:40:11 am
Quote from: Mikko on May 07, 2010, 03:53:58 am
Quote from: Siquo on May 07, 2010, 03:43:43 am
You all do know that we're going to lose at least 4 elves now, jumping around throwing flowers, singing 'thiiis thiiis' and subsequently butchered by Amala.
Not if we
Quote from: Mikko on May 07, 2010, 01:37:48 am
give Amala some herbs. Quick. Light them for her. Give her a footmassage. Just goddamn spoil her. You don't want this caravan to end to it's berserking leader, an elite soldier grown tired to listening us.

we do this
Sounds good.

Thiiis

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Acanthus117** on **May 07, 2010, 05:34:35 am**

You people realize that Amala is a fucking ranger, who's fucking trained to fucking kill shit! With her pro bow skills! If you wanted some pansy to pamper, you should've brought Ima. We are going to lose at this rate. >:|

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **maxicaxi** on **May 07, 2010, 05:39:53 am**

Quote from: Acanthus117 on May 07, 2010, 05:34:35 am
You people realize that Amala is a fucking ranger, who's fucking trained to fucking kill shit! With her pro bow skills! If you wanted some pansy to pamper, you should've brought Ima. We are going to lose at this rate. >:|

but everybody loves someone sucking up to them""
and anyway if we say its a way to extend the forests of amanereli
she probably wont explode she only does stuff like that if its completely retarded what we are going to do has some logic behind it least compared to the armless child biters idea

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Acanthus117** on **May 07, 2010, 05:42:31 am**

What is being suggested is completely retarded. Imagine, for a moment, a caravan bearing the fate of your civilization on its shouders, and some moron suggests we have a day spa while elephants are afoot! Seriously!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Taco Dan** on **May 07, 2010, 05:45:41 am**

Quote from: maxicaxi on May 07, 2010, 05:39:53 am
at least compared to the armless child biters idea

Hey, I thought it was a good idea. I mean yes, that was an extremely terrible idea.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **NUKE9.13** on **May 07, 2010, 05:46:11 am**

Hey, hey, hey.
Let us compromise.
Those who want to go about planting flowers and giving each other backrubs can stay behind, and see what the elephants want, whilst the sane people hope that the elephants' bloodlust will be sated by the time they are finished with them.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Acanthus117** on **May 07, 2010, 05:47:15 am**

Quote from: Taco Dan on May 07, 2010, 03:06:34 am
Quote from: HailFire on May 07, 2010, 01:36:55 am
Quote from: Acanthus117 on May 07, 2010, 01:28:22 am

ಠ_ಠ

This is a caravan, not a mofoing day spa.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Taco Dan** on **May 07, 2010, 05:53:46 am**

Quote from: Acanthus117 on May 07, 2010, 05:47:15 am
Quote from: Taco Dan on May 07, 2010, 03:06:34 am
Quote from: HailFire on May 07, 2010, 01:36:55 am
Quote from: Acanthus117 on May 07, 2010, 01:28:22 am

ಠ_ಠ

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **NUKE9.13** on **May 07, 2010, 06:02:33 am**

Quote from: Acanthus117 on May 07, 2010, 05:47:15 am
This is a caravan, not a mofoing day spa.

Exactly, and those who think otherwise must be sacrificed volunteered to leave for the greater good

ಠ_ಠ

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Samthere** on **May 07, 2010, 06:15:53 am**

Sure, Amala doesn't have a great sense of humour, but she's still an elf. She shouldn't complain about sprinkling petals and seeds about the caravan as we march (and sing *thiiiiiiiis*, as long as it counts as Elven journeysong). After all, this is a momentous and joyous journey!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **maxicaxi** on **May 07, 2010, 06:37:18 am**

Quote from: Samthere on May 07, 2010, 06:15:53 am
Sure, Amala doesn't have a great sense of humour, but she's still an elf. She shouldn't complain about sprinkling petals and seeds about the caravan as we march (and sing *thiiiiiiiis*, as long as it counts as Elven journeysong). After all, this is a momentous and joyous journey!

indeeeeeeeeeeeed

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Acanthus117** on **May 07, 2010, 06:53:10 am**

I've said it before, and I'll say it again. ☹_☹

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Taco Dan** on **May 07, 2010, 07:04:08 am**

Quote from: Acanthus117 on May 07, 2010, 06:53:10 am
I've said it before, and I'll say it again. ☹_☹

☹_____☹

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Acanthus117** on **May 07, 2010, 07:05:16 am**

We're dead.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **NUKE9.13** on **May 07, 2010, 07:09:42 am**

There is going to be an elf in the next update with a ☹_☹ face and he is going to die.
Fact

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ultimuh** on **May 07, 2010, 07:09:55 am**

I agree with Acantus on this.. How are we supposed to get any respect from the Dwarves by doing silly things.. unless it's uh.. Uhm.. err.. Anyway, we should stop this sillyness now.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Acanthus117** on **May 07, 2010, 07:10:52 am**

Quote from: NUKE9.13 on May 07, 2010, 07:09:42 am
There is going to be an elf in the next update with a ☹_☹ face and he is going to die.
Fact

At least he'll be away from the crazy people.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ultimuh** on **May 07, 2010, 07:13:51 am**

Quote from: Acanthus117 on May 07, 2010, 07:10:52 am
Quote from: NUKE9.13 on May 07, 2010, 07:09:42 am
There is going to be an elf in the next update with a ☹_☹ face and he is going to die.
Fact
At least he'll be away from the crazy people.

I would envy him.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Acanthus117** on **May 07, 2010, 07:16:15 am**

I have to admit, the drunk elf and the biting children bit was awesome. I think that's how Darkerdark tells us our ideas are fucking stupid.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Samthere** on **May 07, 2010, 07:33:39 am**

Quote from: NUKE9.13 on May 07, 2010, 07:09:42 am
There is going to be an elf in the next update with a ☹_☹ face and he is going to die.
Fact

Quote from: Taco Dan on May 07, 2010, 07:04:08 am

Quote from: Acanthus117 on May 07, 2010, 06:53:10 am
I've said it before, and I'll say it again. ☹_☹

☹_____☹

Then there will be an elf who can stretch his face out to accommodate a mouth that wide.

Quote from: Ultimuh on May 07, 2010, 07:09:55 am
I agree with Acantus on this.. How are we supposed to get any respect from the Dwarves by doing silly things.. unless it's uh.. Uhm.. err.. Anyway, we should stop this sillyness now.

Would you rather we all arrive silently in a strict marching order, wearing hooded cloaks with our heads down?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Siquo** on **May 07, 2010, 07:33:51 am**

With the added danger that being told our ideas our stupid is AWESOME, resulting in yet more stupid ideas, so we get more AWESOME.

:D

Still, we should just talk to the elephant we've got. He should know something. If necessary, threaten him with taking away his herbs.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Samthere** on **May 07, 2010, 07:35:08 am**

Quote from: Siquo on May 07, 2010, 07:33:51 am
Still, we should just talk to the elephant we've got. He should know something. If necessary, threaten him with taking away his herbs.

This, but instead of threatening with taking away herbs, offer a mango for cooperation. Elephants love mangos.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Siquo** on **May 07, 2010, 07:38:00 am**

We only have berries. Do we not?

We also have a shitload of wine, but we really don't want drunk elephants (http://www.youtube.com/watch?v=_euCpewQs2c) running amok...

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Acanthus117** on **May 07, 2010, 07:38:49 am**

There's something we can work with! I go with Siquo's idea, but with the mangoes as Samthere said. We should also have a small contingent of archers (the sneaky ones) see the logistics of the herd, with an emphasis on SNEAKY. How big it is, how angry they look, etc.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **maxicaxi** on **May 07, 2010, 07:41:44 am**

[Quote from: Samthere on May 07, 2010, 07:35:08 am](#)
[Quote from: Siquo on May 07, 2010, 07:33:51 am](#)
Still, we should just talk to the elephant we've got. He should know something. If necessary, threaten him with taking away his herbs.
This, but instead of threatening with taking away herbs, offer a mango for cooperation. Elephants love mangos.

`beep´ yeah

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Taco Dan** on **May 07, 2010, 07:53:45 am**

[Quote from: maxicaxi on May 07, 2010, 07:41:44 am](#)
[Quote from: Samthere on May 07, 2010, 07:35:08 am](#)
[Quote from: Siquo on May 07, 2010, 07:33:51 am](#)
Still, we should just talk to the elephant we've got. He should know something. If necessary, threaten him with taking away his herbs.
This, but instead of threatening with taking away herbs, offer a mango for cooperation. Elephants love mangos.
`beep´ yeah

Sure, let's go for it, it can't be worse than our old idea. Right?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ultimuh** on **May 07, 2010, 08:13:48 am**

Alright, this is more acceptable.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **maxicaxi** on **May 07, 2010, 08:21:31 am**

and we also spread tree seeds

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Samthere** on **May 07, 2010, 08:29:50 am**

And flowers, and we dance and sing!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Askot Bokbondeler** on **May 07, 2010, 08:45:11 am**

[Quote from: maxicaxi on May 07, 2010, 08:21:31 am](#)
and we also spread tree seeds

trees don't leave seeds, they just leave logs.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Armok** on **May 07, 2010, 08:48:58 am**

...
I ****ing live this <thread><caravan>. *hugs <Amala><darkerdark>*

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ultimuh** on **May 07, 2010, 09:01:44 am**

[Quote from: Samthere on May 07, 2010, 08:29:50 am](#)
And flowers, and we dance and sing!

AAARGH!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **cganya** on **May 07, 2010, 09:07:48 am**

I do think it is harmless to spread tree seeds (and most trees do have seeds in one form or another, dead logs do not magically create another tree over time) as we go. singing and dancing and tossing flower petals? that's just retarded. tossing tree seeds is quiet, singing and dancing is loud and distracting, hungry predators love loud and distracting small creatures.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Siquo** on **May 07, 2010, 09:19:36 am**

[Quote from: Askot Bokbondeler on May 07, 2010, 08:45:11 am](#)
[Quote from: maxicaxi on May 07, 2010, 08:21:31 am](#)

and we also spread tree seeds

trees don't leave seeds, they just leave logs.

Sing, dance and throw logs around. Awesome.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Samthere** on **May 07, 2010, 09:31:11 am**

Quote from: cganya on May 07, 2010, 09:07:48 am

hungry predators love loud and distracting small creatures.

What natural predators do elves have? Animals won't attack us. The worst that we could come across is a dragon or some such, in which case it'd probably notice us anyway and we'd be screwed. :D

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **LeoLeonardoIII** on **May 07, 2010, 11:40:15 am**

Quote from: Samthere on May 07, 2010, 09:31:11 am

Quote from: cganya on May 07, 2010, 09:07:48 am

hungry predators love loud and distracting small creatures.

What natural predators do elves have? Animals won't attack us. The worst that we could come across is a dragon or some such, in which case it'd probably notice us anyway and we'd be screwed. :D

Lava.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Samthere** on **May 07, 2010, 12:05:05 pm**

Quote from: LeoLeonardoIII on May 07, 2010, 11:40:15 am

Quote from: Samthere on May 07, 2010, 09:31:11 am

Quote from: cganya on May 07, 2010, 09:07:48 am

hungry predators love loud and distracting small creatures.

What natural predators do elves have? Animals won't attack us. The worst that we could come across is a dragon or some such, in which case it'd probably notice us anyway and we'd be screwed. :D

Lava.

Alright, I'll give you that. If anybody spots any wild lava, we'll be quiet and sneaky while it's around.

Edit: for those wondering, <http://www.youtube.com/watch?v=8XfT8E8dJNM> is the kind of procession I had in mind, but with a caravan and guards and a stoned elephant.

Also, if we can get a few more elephants, we can do this!
<http://www.youtube.com/watch?v=kBPuO4FyYLM>

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Julien Brightside** on **May 07, 2010, 12:22:08 pm**

Combining DF elephants with Disney elephants gives me a very wierd mental image.
Like, intelligent evil elephants that sing as they march in line, making a carnage everywhere.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ultimuh** on **May 07, 2010, 12:28:04 pm**

Oh we are all so dead..

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Mikko** on **May 07, 2010, 01:03:49 pm**

Let's bribe the elephants following us! We should send an amusement squad singing, dancing and throwing elephant food all around!
[Spoiler](#) (click to show/hide)
And some rangers sneaking around analyzing the threat and ready to ambush if the amusement squad is attacked.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **maxicaxi** on **May 07, 2010, 01:07:30 pm**

Quote from: Mikko on May 07, 2010, 01:03:49 pm

Let's bribe the elephants following us! We should send an amusement squad singing, dancing and throwing elephant food all around!
[Spoiler](#) (click to show/hide)
And some rangers sneaking around analyzing the threat and ready to ambush if the amusement squad is attacked.

thiiiiiiiiiiiiiiiiiiiiis

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Karnewarrior** on **May 07, 2010, 03:17:35 pm**

:-\

We *really* need an update, Darkerdark...

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **HailFire** on **May 07, 2010, 03:22:15 pm**

Cover the captive elephant's cage with the blankets. If the herd gets close enough to see the caravan in detail, they might take exception to it.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **cganya** on **May 07, 2010, 03:32:02 pm**

Quote from: Karnewarrior on May 07, 2010, 03:17:35 pm

:-\

We *really* need an update, Darkerdark...

darkerdark posted earlier that his/her life had recently gotten really busy and that this had to go on the back burner temporarily. lets not rush him/her

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **LeoLeonardoIII** on **May 07, 2010, 05:04:00 pm**

Thank you for not using a non-"they" genderless pronoun. They haven't come up with a good one yet.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Samthere** on **May 07, 2010, 05:31:51 pm**

Quote from: LeoLeonardoIII on May 07, 2010, 05:04:00 pm
Thank you for not using a non-"they" genderless pronoun. They haven't come up with a good one yet.

They did, historically - 'ou' was accepted as such. It just got forgotten and went out of usage.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Flaede** on **May 07, 2010, 09:04:50 pm**

Okok.
So a loud singing caravan expanding the Forest¹ and getting stoned with their new elephant friend ...questioning him about why the other elephants would be following us, *and what we might want to do about it*.
This also doubles² as a distraction while a contingent of [sneaky] elves go off and check out the herd.

Did I miss anything?³

- 1 elves think in the long term, remember. What's couple hundred years compared to getting brand new Old Growth Forest?
- 2 intentionally? or perhaps unbeknown to said elves our Fearless Leader sets additional orders.
- 3 oh. right. A few yokels have a face making contest. That is not going on the official list.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Demonic Spoon** on **May 08, 2010, 12:17:43 am**

...Footnotes! :D

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Karnewarrior** on **May 08, 2010, 12:23:23 am**

Cliffnotes!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Raviaric** on **May 08, 2010, 01:00:42 am**

Deathnotes!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **IronyOwl** on **May 08, 2010, 01:18:47 am**

I hate to be a pessimist, but I'm starting to lean towards Acanthus' interpretation of things. Which is to say, Amala's going to kill anyone the elephants don't.

I *do* approve of singing thiiiiiiiiiiiiiiiiiiiiis until Amala tells us to shut up, however. Less sure about sprinkling seeds as we go, and pretty sure throwing flowers is going to end badly somehow. Bread crumb trail for the colossus, or something.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ottofar** on **May 08, 2010, 04:53:24 am**

Quote from: IronyOwl on May 08, 2010, 01:18:47 am
I hate to be a pessimist, but I'm starting to lean towards Acanthus' interpretation of things. Which is to say, Amala's going to kill anyone the elephants don't.

I *do* approve of singing thiiiiiiiiiiiiiiiiiiiiis until Amala tells us to shut up, however. Less sure about sprinkling seeds as we go, and pretty sure throwing flowers is going to end badly somehow. Bread crumb trail for the colossus, or something.

THIIIIIIIIIIIISSSS...

sorry

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Samthere** on **May 08, 2010, 07:30:33 am**

I was under the impression that colossi had eyes only for things it could kill.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Karnewarrior** on **May 08, 2010, 08:32:16 am**

Well, if Amala doesn't like it, what would we do? sit around talking of tea-cakes?

hell, if we had voted in Ima, we would be up 3 elves right now.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Samthere** on **May 08, 2010, 08:50:07 am**

Quote from: Karnewarrior on May 08, 2010, 08:32:16 am
Well, if Amala doesn't like it, what would we do? sit around talking of tea-cakes?

hell, if we had voted in Ima, we would be up 3 elves right now.

Only 1 - 2 were by elephant. :D

we are down 5 elves.
2=elephant
3....

Oh, right you are.

The Elves of Amanereli choose to leave the elephants alone and continue on their way. A full day passes without incident. Come the following morning, the elves begin to muse about why these elephants might be following them, "Perhaps they are great forest spirits sent to watch over us? Perhaps they are here to protect the children of Amanereli on their great journey?" This thought lifts the spirits of the caravan, and soon the majority of the elves are found singing joyously about "This and this and thiiiis!" Flowers are cast into the air and seeds are spread on the ground, and many take to the act of frolicking, as only an elf can do.

Amala and her bowelves look on, keeping an ever watchful eye on the trailing elephants.



On the fourth day of the journey, the caravan comes across an unexpected obstacle. A fast flowing river blocks the route to the Foreboding Hills. Though the water only comes up to an elf's waist, the current is swift. If the Elves of Amanereli force a crossing here, they may end up losing a few goods to the quick moving current. Otherwise, they can attempt to move north into the Whispering Marshes, or south in the Human lands in an attempt to find a calmer crossing.



Night approaches, and the elves quickly set about making camp. Any decisions regarding the river can wait until morning, when the caravan is fully rested. Amala's mood sours and a few of the elves take note. They wish to keep her anger in check, and so propose to pamper the Ranger as though she were one of the Queen's daughters. Amala accepts wholeheartedly. After all, she was leading this caravan in the Queen's name, why should she not enjoy the same pleasures the Queen herself might enjoy?



Massages, soothing herbs and delicate manicures all do well to mellow Amala's mood. No elf will die by her hands tonight. Before she retires for the night, she positions sentries around the perimeter of the camp. All of them, silent, ambushing bowelves. If anyone tries to disturb the Elves of Amanereli while they sleep, they will be set upon by deadly marksmen.

The night grows darker. One sentry spots movement just beyond the light of his torch and immediately issues a challenge, "Who goes there?! Be you friend or foe?" He immediately breathes a sigh of relief when the glow from his torch sets upon two elves in the darkness, "Oh! You two had given me quite a fright! I thought you to be some manner of beast looking to feast upon elf flesh." The bowelf chuckles lightly, brushing aside his fears.



The two elves step fully into the light of the torch.

[Spoiler](#) (click to show/hide)



The sentry freezes in terror as the elephant fixes it's murderous eyes upon him. Those eyes, they are the eyes of madness. They are the eyes of a killer.

Ten bowelves are spread about the camp as Amala and the caravan sleeps. The lives of 50 elves are hanging in the balance of their actions. What will these brave warriors of Amanereli do?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Diablous** on **May 09, 2010, 10:31:16 am**

EPIC.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Caesar** on **May 09, 2010, 10:32:17 am**

They shalt aim at the mad elephant from the darkness, while the bowelf that is close to the mad elephant tries to soothe it by talking in the tongue of elephants.

If the situation proves dire, pierce it with arrows.
If our elf manages to soothe the elephant, hurray!

Also have him help remove the corpses from the tusks, maybe it'll be grateful.

Edit: This is awesome.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Karnewarrior** on **May 09, 2010, 10:40:01 am**

[Quote from: Caesar on May 09, 2010, 10:32:17 am](#)

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Edit: This is awesome.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Mikko** on **May 09, 2010, 10:43:44 am**

[Quote from: Caesar on May 09, 2010, 10:32:17 am](#)

If the situation proves dire, pierce it with arrows.

Aim for the eyes.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Jopax** on **May 09, 2010, 10:45:39 am**

SO
MUCH
WIN!!!
Also run away

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Karnewarrior** on **May 09, 2010, 10:46:52 am**

These pictures are like how cartoons are meant to be. Bold, striking colors, overblown expressions, and absolutely hilarious content. You should make a TV show, darkerdark. I'd watch it. :)

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **NUKE9.13** on **May 09, 2010, 10:47:11 am**

Quote from: Caesar on May 09, 2010, 10:32:17 am

They shalt aim at the mad elephant from the darkness, while the bowelf that is close to the mad elephant tries to soothe it by talking in the tongue of elephants.

If the situation proves dire, pierce it with arrows.
If our elf manages to soothe the elephant, hurray!

Also have him help remove the corpses from the tusks, maybe it'll be grateful.

Edit: This is awesome.

Fool!
The beast has tasted blood. No manner of soothing words shall calm its incadenscent rage.
Confronted elf: Thrust torch in left eye to establish partial blindness. If (somehow) he survives, run, as fast as he can, away from the camp.
1 bowelf: Awaken everyone and establish a defensive position
Other bowelves: Draw the elephants away from the camp, shooting arrows when possible.

(Look at that middle elf in the second panel. Look at him. I feel for that poor elf, I truly do. He did not want to come on this trip. He just got swept away in the excitement. Now people are acting like morons all around him, they are being tailed by elephants, and on top of that, there's this river. He just doesn't know what to think anymore. Is life even worth living? Of course it is, but these morons could convince you otherwise.)

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Caesar** on **May 09, 2010, 10:50:30 am**

Of course not.
We're elves, not dwarfs. It's only one elephant, and elves are an expendable resource. Losing the sentry in favor of not having to fight the entire herd is an acceptable sacrifice.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **NUKE9.13** on **May 09, 2010, 10:57:47 am**

Quote from: Caesar on May 09, 2010, 10:50:30 am

Of course not.
We're elves, not dwarfs. It's only one elephant, and elves are an expendable resource. Losing the sentry in favor of not having to fight the entire herd is an acceptable sacrifice.

We will have to fight the entire herd, regardless of our actions. Trying to sooth them would be a waste of the sentry's life.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Bandages** on **May 09, 2010, 11:01:03 am**

I say we turn the elephant into a pincushion.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Caesar** on **May 09, 2010, 11:03:13 am**

Only one elephant has tasted elven blood.

Where's the rest of the herd, anyways?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Samthere** on **May 09, 2010, 11:31:07 am**

This keeps getting better :D

No deaths by flower-sprinkling! Yay!

I suggest we uncage our tame elephant; it will be willing to protect us. If it does well, it'll be favoured by the dwarves. If not, and we survive, we can try to tame some of the non-murderous herd. Meanwhile, we should light some assorted herbs and waft them towards the killer elephant to confuse its senses.

Did we bring any wooden shields?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Julien Brightside** on **May 09, 2010, 11:56:52 am**

Face it guys, elephants are evil, and it will be better to kill them than to capture them. The lives of the elves of Amanereli is at stake.
Sound the alarm, ready the spears and aim your bows at the beast.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Luke_Prowler** on **May 09, 2010, 12:00:09 pm**

I speak for everyone that would be in that situation and the God-Emperor when I say: KILLITKILLKITKILLITKILLITKILLIT! Wake everyone up and get across that river NOW!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Caesar** on **May 09, 2010, 12:03:34 pm**

I still think that that is what DarkerDark *wants* us to do.
We should try to tame it, as it is illogical, and as such, highly successful! (Or it will confuse the elephant, making it stand still and wonder what the fuck we're doing. In this time, we can shoot it.)

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ottofar** on **May 09, 2010, 12:26:39 pm**

Quote from: Caesar on May 09, 2010, 12:03:34 pm

I still think that that is what DarkerDark *wants* us to do.
We should try to tame it, as it is illogical, and as such, highly successful! (Or it will confuse the elephant, making it stand still and wonder what the fuck we're doing. In this time, we can shoot it.)

What if he has picturfes drawn ready?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Caesar** on **May 09, 2010, 12:29:15 pm**

I don't think that's the case. Up until this point, we've been give quite a lot of time.
I assume that we can safely assume that he only draws them when he can assume that no more suggestions will be done.
Assuming that the discussion on what to do had become rather.. repetitive.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Sensei** on **May 09, 2010, 12:52:39 pm**

How about, run like hell AND shoot arrows? There's a saying for that...

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Kelbin** on **May 09, 2010, 01:05:50 pm**

There are three sayings for that.

If you are a human on a horse and with a bow you better use that to your advantage to kill and move at the same time.

If you are a elf you are in a cowardly caravan running from legendary elephants while shooting.

If you are a dwarf you are shooting your automatic repeater crossbow while running into the enemy ready to bash it in their heads.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ultimuh** on **May 09, 2010, 01:49:41 pm**

Hmm.. We need to think fast..
Quickly stab the torch into one of it's eyes then do whatever it takes to warn the others.
Oh, and he should probably run.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Haspen** on **May 09, 2010, 01:51:31 pm**

Shout aloud "PHANT!" and toss the torch into sky (upwards, so it's visible as much as possible). A flying torch should be good to draw attention of other elves.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Askot Bokbondeler** on **May 09, 2010, 01:55:42 pm**

and other elephants. we should have tried the Orwellian approach

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Diablous** on **May 09, 2010, 01:58:45 pm**

Quote from: Askot Bokbondeler on May 09, 2010, 01:55:42 pm
we should have tried the Orwellian approach

They would just gore us when we try to cut them off, haven't you been listening?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Askot Bokbondeler** on **May 09, 2010, 02:06:10 pm**

nah, after all, weed is *the gateway drug* they'd be too buried in cristal meth by then that they wouldnt have the strenght to gore us

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Keita** on **May 09, 2010, 02:23:53 pm**

First off, after reading all 28 pages

WHY THE HELL DO I NOT KNOW ABOUT THIS IN TILL NOW!

Also I love your art style.

Quote from: Haspen on May 09, 2010, 01:51:31 pm
Shout aloud "PHANT!" and toss the torch into sky (upwards, so it's visible as much as possible). A flying torch should be good to draw attention of other elves.

This

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Siquo** on **May 09, 2010, 02:31:02 pm**

Look at the elves on his tusks.

This is the same elephant as before. Throw the torch behind you to alert the others, and ask him politely what he wants. He may just be looking for someone to get the dead weight off of his teeth...

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Caesar** on **May 09, 2010, 02:33:21 pm**

Quote from: Siquo on May 09, 2010, 02:31:02 pm
Look at the elves on his tusks.

This is the same elephant as before. Throw the torch behind you to alert the others, and ask him politely what he wants. He may just be looking for someone to get the dead weight off of his teeth...

I said that already.
They'll probably refuse it now as well! :(

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Siquo** on **May 09, 2010, 02:38:06 pm**

Quote from: Caesar on May 09, 2010, 02:33:21 pm

Quote from: Siquo on May 09, 2010, 02:31:02 pm

Look at the elves on his tusks.

This is the same elephant as before. Throw the torch behind you to alert the others, and ask him politely what he wants. He may just be looking for someone to get the dead weight off of his teeth...

I said that already.
They'll probably refuse it now as well! :(

reads back Oh yeah, you did.

Well, we do what Ceasar said, as his idea is even better than mine.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Caesar** on **May 09, 2010, 02:40:11 pm**

It is..?

And- And..
You typo-ed my name. :(
Anyways. It's also important to add that we will not do anything unsuspected. It'll charge us, just like with those two elves on its tusks when they started running.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Siquo** on **May 09, 2010, 02:52:45 pm**

"Et tu, Sique?"

Sorry.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Armok** on **May 09, 2010, 03:55:34 pm**

Quote from: Mikko on May 09, 2010, 10:43:44 am

Quote from: Caesar on May 09, 2010, 10:32:17 am

If the situation proves dire, pierce it with arrows.

Aim for the eyes.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Lordinquisitor** on **May 09, 2010, 03:59:06 pm**

Quickly order the elves to build makeshift palisades out of the trading goods. And.. Well, while the bowelves shower the monster with arrows.

If that fails send enough elves *towards* the elephant. Let`s hope that the weight of the corpses will make the elephant unable to move at some point.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Caesar** on **May 09, 2010, 04:17:03 pm**

Quote from: Lordinquisitor on May 09, 2010, 03:59:06 pm

Quickly order the elves to build makeshift palisades out of the trading goods. And.. Well, while the bowelves shower the monster with arrows.

If that fails send enough elves *towards* the elephant. Let`s hope that the weight of the corpses will make the elephant unable to move at some point.

I veto that. We're not wasting valuable trade goods, and we're not letting our elves commit senseless suicide like that.
Sure, one of them doing that: Okay.
But they're still resources, and you won't throw all your resources away.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Lordinquisitor** on **May 09, 2010, 04:28:44 pm**

We are building a palisade out of them; Not throwing them away. If they feel any sympathy towards the caged elephant they won`t charge our goods. :D

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Caesar** on **May 09, 2010, 04:30:39 pm**

The function of a palisade is to hamper and slow down whatever is coming for you by absorbing its mass.
The elephant will TRAMPLE the goods to get to you.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Samthere** on **May 09, 2010, 05:42:13 pm**

Quote from: Lordinquisitor on May 09, 2010, 03:59:06 pm

Quickly order the elves to build makeshift palisades out of ~~the trading goods~~ *some other elves*.

Fixed. Don't wanna waste our precious goods.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **dragnar** on **May 09, 2010, 05:45:03 pm**

Quote from: Samthere on May 09, 2010, 05:42:13 pm

Quote from: Lordinquisitor on May 09, 2010, 03:59:06 pm

Quickly order the elves to build makeshift palisades out of ~~the trading goods~~ *some other elves*.

Fixed. Don't wanna waste our precious goods.

Agreed. But build it out of the idiot elves who suggested the plan. It's only right to let natural selection take it's course.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **IronyOwl** on **May 09, 2010, 07:04:46 pm**

I *seriously* doubt the killer elephant is going to go all benign on us just from removing the weight from its tusks or idly chatting with it. It's out for blood, and I think we'd need something better than pleasant conversation to calm it. Probably something better than good herbs as well.

For the moment, we might or might not be able to assume the rest of the herd is right behind the murderous one. We probably *can* assume that the herd has been following us under the direction of their new chieftain. As I see it, we really only have one option, depending on how well I understand tactics and rivers.

If it's just the one elephant, we can probably assume he'll value elf carnage above just about anything else. He was rather cautious in waiting for the proper time to attack, so he's not just a berserker, but between rescuing his caged fellow and murdering us all in an unholy rage I'd say he'll take the latter. Which means the best course of action, I think, maybe, would be to have the sentry hurl the torch in his eyes to buy him a few moments, then have every elf dash across the river, leaving our goods behind.

The bowelves will of course begin firing from across the river as soon as they've arrived- they'll probably be the fastest across anyway, and with luck this will also help convince the elephant to cross the river and murder us over there as opposed to hunting down the stragglng civilians. We position our spearelves in front of our bowelves right at the river's edge, however, so when it thunders across, taking arrows the whole way, it finds itself trying to fight while in the river. That should give us enough edge to either drive it off or kill it.

Problems with this plan include that it assumes we're very, very close to the river, that there's only one elephant or that we can intimidate an entire herd away, and that it will die or flee rather than smash all our goods on the opposite side of the river, though if we're close enough to get across the river in the first place we're probably within bowshot from the other side. I suppose we might also have trouble seeing across the river into the darkness, but Amala and her rangers are probably accustomed to doing something about that.

Mind you, I would *like* to enact a diplomatic solution, but you've seen those eyes. I just don't think our animal taming skill is up to that level.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Acanthus117** on **May 09, 2010, 07:14:17 pm**

Alright, the dude with the torch is as good as dead. We should capitalize on his being near the elephant by having him kamikaze and stab the elephant in the nose with his torch.

Also, I think that Amala might've been the wrong choice... She was quite lax, for a ranger.

THIS WILL NOT END WELL

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **IronyOwl** on **May 09, 2010, 07:40:39 pm**

I don't think we should give up on the sentry totally, though I agree he's probably hamburger. More importantly, I don't think a torch attack is going to accomplish more than a blinding toss, so what's good for the sentry is probably what's good for everyone anyway.

I'm actually surprised and pleased Amala took so well to our pampering, I assumed she'd think it was stupid. Though I *am* a little disturbed that she's being treated like a queen because she murdered a drunk and now everyone's afraid of her. Bad sign, you know?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Diablous** on **May 09, 2010, 07:44:16 pm**

Quote from: IronyOwl on May 09, 2010, 07:40:39 pm
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ALL HAIL QUEEN AMALA! Oh, did you say something?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Samthere** on **May 09, 2010, 08:12:48 pm**

Quote from: Diablous on May 09, 2010, 07:44:16 pm
Quote from: IronyOwl on May 09, 2010, 07:40:39 pm
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ALL HAIL QUEEN AMALA! Oh, did you say something?
Eh, if she goes power-crazy, Ale'll just have to step in.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Diablous** on **May 09, 2010, 08:13:26 pm**

Quote from: Samthere on May 09, 2010, 08:12:48 pm
Quote from: Diablous on May 09, 2010, 07:44:16 pm
Quote from: IronyOwl on May 09, 2010, 07:40:39 pm
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But we left him back home...

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Samthere** on **May 09, 2010, 08:14:15 pm**

Quote from: Diablous on May 09, 2010, 08:13:26 pm
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ALL HAIL QUEEN AMALA! Oh, did you say something?
Eh, if she goes power-crazy, Ale'll just have to step in.

But we left him back home...
I meant when we get back and Amala decides she's obviously rightfully the queen. IF.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Julien Brightside** on **May 09, 2010, 08:39:24 pm**

How about we focus on the matter at hand before we worry about regicide and revolution?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Karnewarrior** on **May 09, 2010, 08:44:43 pm**

Currently, Regicide and revolutionare at hand.

Tell the elephant to leave us the fu** alone. We were spreading seeds, not thorns!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ultimuh** on **May 09, 2010, 08:46:08 pm**

Quote from: IronyOwl on May 09, 2010, 07:04:46 pm

I *seriously* doubt the killer elephant is going to go all benign on us just from removing the weight from its tusks or idly chatting with it. It's out for blood, and I think we'd need something better than pleasant conversation to calm it. Probably something better than good herbs as well.

For the moment, we might or might not be able to assume the rest of the herd is right behind the murderous one. We probably *can* assume that the herd has been following us under the direction of their new chieftain. As I see it, we really only have one option, depending on how well I understand tactics and rivers.

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Mind you, I would *like* to enact a diplomatic solution, but you've seen those eyes. I just don't think our animal taming skill is up to that level.

I think this is the most plauible sullution for the current problem.
But I am sure we will loose a few elves whatever we do.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **maxicaxi** on **May 09, 2010, 10:47:54 pm**

take some herbs man.....

WE WILL BE HIPPIES

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Acanthus117** on **May 10, 2010, 01:01:19 am**

Also, I say we go south!

HUMAN MERCS YO

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **cganya** on **May 10, 2010, 01:06:57 am**

Quote from: IronyOwl on May 09, 2010, 07:04:46 pm

I *seriously* doubt the killer elephant is going to go all benign on us just from removing the weight from its tusks or idly chatting with it. It's out for blood, and I think we'd need something better than pleasant conversation to calm it. Probably something better than good herbs as well.

For the moment, we might or might not be able to assume the rest of the herd is right behind the murderous one. We probably *can* assume that the herd has been following us under the direction of their new chieftain. As I see it, we really only have one option, depending on how well I understand tactics and rivers.

If it's just the one elephant, we can probably assume he'll value elf carnage above just about anything else. He was rather cautious in waiting for the proper time to attack, so he's not just a berserker, but between rescuing his caged fellow and murdering us all in an unholy rage I'd say he'll take the latter. Which means the best course of action, I think, maybe, would be to have the sentry hurl the torch in his eyes to buy him a few moments, then have every elf dash across the river, leaving our goods behind.

The bowelves will of course begin firing from across the river as soon as they've arrived- they'll probably be the fastest across anyway, and with luck this will also help convince the elephant to cross the river and murder us over there as opposed to hunting down the straggling civilians. We position our spearelves in front of our bowelves right at the river's edge, however, so when it thunders across, taking arrows the whole way, it finds itself trying to fight while in the river. That should give us enough edge to either drive it off or kill it.

Problems with this plan include that it assumes we're very, very close to the river, that there's only one elephant or that we can intimidate an entire herd away, and that it will die or flee rather than smash all our goods on the opposite side of the river, though if we're close enough to get across the river in the first place we're probably within bowshot from the other side. I suppose we might also have trouble seeing across the river into the darkness, but Amala and her rangers are probably accustomed to doing something about that.

Mind you, I would *like* to enact a diplomatic solution, but you've seen those eyes. I just don't think our animal taming skill is up to that level.

this would be such a great idea if not for one small problem.

Spoiler (click to show/hide)
carp

chances are pretty good. this is DF after all. This caravan was doomed the moment we encountered the river.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Flaede** on **May 10, 2010, 01:55:03 am**

That elephant is now a named enemy of our civ. I didn't think it was **That** elephant following us.
3 Questions:

CAN we even tame it?

What **is** it's name, anyway? Did it get a name?

Sentry is effed.
Wait. that's not a question. Ummm... What is(are) the Sentry's god(s)? He/She needs to be praying right now. Maybe for a miracle.
Maybe seedling foresty spirits are helpful. I doubt it.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Cheetar** on **May 10, 2010, 01:57:20 am**

The elephant has killed an elf, so even if we tame it it will still kill everything.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Acanthus117** on **May 10, 2010, 01:59:33 am**

KILL THE BASTARD AND EAT IT

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Flaede** on **May 10, 2010, 02:03:57 am**

Quote from: Acanthus117 on May 10, 2010, 01:59:33 am

KILL THE BASTARD AND EAT IT

Ok. If it comes to a fight, we must all chant the elven war cry:

OM NOM NOM!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Acanthus117** on **May 10, 2010, 02:07:58 am**

Hee hee.

Seriously, that elephant was the one from when we were trying to tame one. The fact that the two elves are still impaled is awesome. I also think we should arouse Amala and the other sleepers, but focus on getting the warriors up first.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Siquo** on **May 10, 2010, 03:03:59 am**

I got it! I got it!

Sentry taunts the elephant, runs to the river, and jumps away at the last moment. Elephant falls in the river, breaks his legs, and is now a natural Ele-bridge, allowing us all to cross the river in safety!

This! This!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Haspen** on **May 10, 2010, 03:09:14 am**

You missed the point about elephants being faster than elves (because of that we lost 2)

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Siquo** on **May 10, 2010, 03:33:22 am**

Ah, only when they're up to speed. An elf should be able to outrun him in the short distance to the river...

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Haspen** on **May 10, 2010, 03:51:38 am**

Quote from: Siquo on May 10, 2010, 03:33:22 am

Ah, only when they're up to speed. An elf should be able to outrun him in the short distance to the river...

Well, I really doubt that our Game Paint Master, DarkerDark will let the poor sentry live.

Or maybe I'm jut making wrong assumptions :D

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Siquo** on **May 10, 2010, 03:56:51 am**

Then make it a relay race!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Raviaric** on **May 10, 2010, 04:06:40 am**

Gaaah, I just noticed that last post from the OP and I can't read the spoiler tag. Elephant ambush?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Haspen** on **May 10, 2010, 04:14:43 am**

Quote from: Raviaric on May 10, 2010, 04:06:40 am

Gaaah, I just noticed that last post from the OP and I can't read the spoiler tag. Elephant ambush?

Well, a single elephant*, but still.

*The same that impaled two first elves, back then.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Raviaric** on **May 10, 2010, 04:19:08 am**

Quote from: Haspen on May 10, 2010, 04:14:43 am

*The same that impaled two first elves, back then.

QUICK! Arrow in ze eyes!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Samthere** on **May 10, 2010, 06:32:01 am**

Quote from: Acanthus117 on May 10, 2010, 02:07:58 am

This. <3

Quote from: Samthere on May 10, 2010, 06:32:01 am

Quote from: Acanthus117 on May 10, 2010, 02:07:58 am

I also think we should arouse Amala

This. <3

THIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIS

I wuv elves

Quote from: Mikko on May 10, 2010, 06:45:35 am

Quote from: Samthere on May 10, 2010, 06:32:01 am

Quote from: Acanthus117 on May 10, 2010, 02:07:58 am

I also think we should arouse Amala

This, <3

THIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIS

I wuv elves

Ahahaha xD THIIIIIIIIIIIIIIIIIIIS!

```
*looks at post*
```

[illegible]

Let's pretend this never happened.

Oh, you wish *makes a screenshot*

:3

I really want to make an offtopic note that I really adore elves. They're awesome and one with the nature and crap. Why do people hate elves?

Mostly it's the fact that they arrive with tons of reed cloth and NOTHING ELSE. Although wild animals and booze has somewhat lessened the hate.

Quote from: Mikko on May 10, 2010, 08:42:06 am

I really want to make an offtopic note that I really adore elves. They're awesome and one with the nature and crap. Why do people hate elves?

They do bring Sunshine, Sunberries, assorted booze and plants, sometimes even nice animals.

But mostly...

ROPE REED CLOTH. Yo grab all of your trinkets, painfully managing them into depot, and what you can buy from elves? Fcukton of Bins of Rope Reed Cloth and occasional Prickle Berry [5].

Edit: Ninja'd. Damn you penguins! *shakes fist at*

Quote from: Haspen on May 10, 2010, 06:52:00 am

Quote from: Mikko on May 10, 2010, 06:45:35 am

Quote from: Samthere on May 10, 2010, 06:32:01 am

Quote from: Acanthus117 on May 10, 2010, 02:07:58 am

<div>I also think we should arouse Amala</div>	
<div>This. <3</div>	
<div>THIIIIIIIIIIIIIIIIIIIIIIIS</div>	
<div>Ahahaha xD THIIIIIIIIIIIIIIIIIIIIIS!</div>	<div>I wuv elves</div>

thiiiiiiiiis is by the creator

<div>Title: Re: Elves of Amanereli - Paint adventure</div> <div>Post by: Samthere on May 10, 2010, 09:25:44 am</div>
<div>Quote from: Acanthus117 on May 10, 2010, 08:24:34 am</div> <div>Let's pretend this never happened.</div> <div>Let's immortalise it in my signature. :D</div>
<div>Title: Re: Elves of Amanereli - Paint adventure</div> <div>Post by: Volatar on May 10, 2010, 10:01:26 am</div>

I always like buying all the cloth off the elves. Then I can train up my clothier dwarf! I generally don't have cloth without the elves.

Also, we should AWAKEN Amata.

<div>Title: Re: Elves of Amanereli - Paint adventure</div> <div>Post by: RandomNumberGenerator on May 10, 2010, 10:56:00 am</div>
<div>Quote from: Volatar on May 10, 2010, 10:01:26 am</div> <div>I always like buying all the cloth off the elves. Then I can train up my clothier dwarf! I generally don't have cloth without the elves.</div> <div>Also, we should AWAKEN Amata.</div>

Or rouse. The presence of an 'a'(or lack thereof) makes a difference.

<div>Title: Re: Elves of Amanereli - Paint adventure</div> <div>Post by: Samthere on May 10, 2010, 11:20:06 am</div>
<div>Quote from: RandomNumberGenerator on May 10, 2010, 10:56:00 am</div> <div>Quote from: Volatar on May 10, 2010, 10:01:26 am</div> <div>I always like buying all the cloth off the elves. Then I can train up my clothier dwarf! I generally don't have cloth without the elves.</div> <div>Also, we should AWAKEN Amata.</div> <div>Or rouse. The presence of an 'a'(or lack thereof) makes a difference.</div> <div>A rather significant difference.</div>

<div>Title: Re: Elves of Amanereli - Paint adventure</div> <div>Post by: Caesar on May 10, 2010, 11:51:24 am</div>
<div>Nah. I'll go arouse her. She'll surely appreciate that.</div>

<div>Title: Re: Elves of Amanereli - Paint adventure</div> <div>Post by: Knight85 on May 10, 2010, 11:52:57 am</div>
<div>Well technically one meaning of arouse means to awaken, just as "rouse" would, it just leaves you open to a little double entendre.</div>

<div>Title: Re: Elves of Amanereli - Paint adventure</div> <div>Post by: dragnar on May 10, 2010, 11:57:26 am</div>
<div>Quote from: Caesar on May 10, 2010, 11:51:24 am</div> <div>Nah. I'll go arouse her. She'll surely appreciate that.</div> <div>I agree. as long as "you" are the sentry that found the elephant. It's sure to be a more... unique, way to die than just getting gored by an angry elephant.</div> <div>Edit: typo</div>

<div>Title: Re: Elves of Amanereli - Paint adventure</div> <div>Post by: Caesar on May 10, 2010, 11:59:00 am</div>
<div>Quote from: dragnar on May 10, 2010, 11:57:26 am</div> <div>Quote from: Caesar on May 10, 2010, 11:51:24 am</div> <div>Nah. I'll go arouse her. She'll surely appreciate that.</div> <div>I agree. as young as "you" are the sentry that found the elephant. It's sure to be a more... unique, way to die than just getting gored by an angry elephant.</div> <div>What's a man without a unique death, now is it? Only the most stupid and easily prevented deaths count.</div>

<div>Title: Re: Elves of Amanereli - Paint adventure</div> <div>Post by: maxicaxi on May 10, 2010, 12:33:22 pm</div>
<div>Quote from: Caesar on May 10, 2010, 11:59:00 am</div> <div>Quote from: dragnar on May 10, 2010, 11:57:26 am</div> <div>Quote from: Caesar on May 10, 2010, 11:51:24 am</div> <div>Nah. I'll go arouse her. She'll surely appreciate that.</div> <div>I agree. as young as "you" are the sentry that found the elephant. It's sure to be a more... unique, way to die than just getting gored by an angry elephant.</div> <div>What's a man without a unique death, now is it? Only the most stupid and easily prevented deaths count.</div> <div>do eet</div>

<div>Title: Re: Elves of Amanereli - Paint adventure</div> <div>Post by: LeoLeonardoIII on May 10, 2010, 01:47:20 pm</div>
<div>Arouse the elf chick! Tell her there is an elephant to kill, that should get things moving.</div>

Specifically, the sentry screams and jabs the elephant in the eye with his torch, then runs away from camp. The other bowelves wait for him to charge in that direction, then give chase, peppering him with arrows. Spread out so he can't charge more than one at a time, but

in a semicircle so you're not shooting your own elves.

The other bowelves gather up and fire on the elephant when they see it.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ultimuh** on **May 10, 2010, 01:48:08 pm**

Some more elves are gonna die.. I just know it..
But yes, torch the elephant's eye if nothing else to buy time.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **dragnar** on **May 10, 2010, 01:58:52 pm**

Elven death is inevitable. Our job is simply to make sure they die in amusing and convoluted ways.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rashilul** on **May 10, 2010, 02:58:16 pm**

Quote from: dragnar on May 10, 2010, 01:58:52 pm
Elven death is inevitable. Our job is simply to make sure they die in amusing and convoluted ways.

Like arousing Amala .

...
Arouse Amala and alert her to the elephant.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Karnewarrior** on **May 10, 2010, 04:50:28 pm**

How would you arouse Amala? Give her the freshly severed heads of her enemies? ???

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Samthere** on **May 10, 2010, 04:51:34 pm**

By taking off my shirt.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ultimuh** on **May 10, 2010, 04:57:39 pm**

This is a serious threat. (the eleophant I mean)
I suggest 1 elf to kill the silly arouser elf and tell Amala about the elephant.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **LeoLeonardoIII** on **May 10, 2010, 05:09:22 pm**

Quote from: Ultimuh on May 10, 2010, 04:57:39 pm
This is a serious threat. (the eleophant I mean)
I suggest 1 elf to kill the silly arouser elf and tell Amala about the elephant.

A named elephant rampaging through the camp?

I think there is no way we can get through this without arousing her.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Armok** on **May 10, 2010, 05:38:45 pm**

I say the arousing is done by some elfee that dont know about the elephant, pherhaps just taking the spoiling from before to it's ultimate conclusionl

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Dorten** on **May 10, 2010, 10:22:47 pm**

I think... Can elephants see in the dark well? Maybe distinguishing the torch will help the sentry to live... Maybe distinguish it by putting in elephant's eye? Oh, that already was suggested. So, I say: Sentry should cry as loud as he can, putting a torch in the elephant's eye, and then run. Run FROM the camp, to distract the E. Honorable death!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **SHADOWdump** on **May 10, 2010, 10:31:33 pm**

Quote from: Dorten on May 10, 2010, 10:22:47 pm
I think... Can elephants see in the dark well? Maybe distinguishing the torch will help the sentry to live... Maybe distinguish it by putting in elephant's eye? Oh, that already was suggested. So, I say: Sentry should cry as loud as he can, putting a torch in the elephant's eye, and then run. Run FROM the camp, to distract the E. Honorable death!
I think we should kill it now, if we don't, it *will* come back to haunt us in the future.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Dorten** on **May 10, 2010, 10:39:23 pm**

Methinks it will come back to haunt us, even if we kill it now. Cause, you know, something tells me, that we WILL be crossing some terrifying biome on our journey. And there will it be - bloodthirsty zombie elephant with two bloodthirsty skeletal elves hanging from it's tusks.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rashilul** on **May 10, 2010, 11:06:13 pm**

Quote from: Dorten on May 10, 2010, 10:22:47 pm
I think... Can elephants see in the dark well? Maybe distinguishing the torch will help the sentry to live... Maybe distinguish it by putting in elephant's eye? Oh, that already was suggested. So, I say: Sentry should cry as loud as he can, putting a torch in the elephant's eye, and then run. Run FROM the camp, to distract the E. Honorable death!

Hear ye, hear ye! I propose the addition of a top hat and monocle to the torch! Then, while it may not be the most distinguished idea, we can thrust it into the elephant's eye!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **dragnar** on **May 11, 2010, 08:20:11 am**

Pointless? Good sir, the addtion of a tophat and monocle is *never* pointless.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Armok** on **May 11, 2010, 09:24:38 am**

Quote from: Cheddarius on May 10, 2010, 11:13:17 pm
Sentry: "My Lady! An elephant is ravaging the camp! Two elves are already dead, and it is trampling everything in its path!"
Amala: "hott"
THIIIIIIIS!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Volatar** on **May 11, 2010, 09:52:36 am**

Quote from: Armok on May 11, 2010, 09:24:38 am
Quote from: Cheddarius on May 10, 2010, 11:13:17 pm
Sentry: "My Lady! An elephant is ravaging the camp! Two elves are already dead, and it is trampling everything in its path!"
Amala: "hott"
THIIIIIIIS!

* Volatar smacks Armok around with a large trout.

Thiiiiiiiiis is a bad meme, and you should feel bad for using it. :P

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ottofar** on **May 11, 2010, 10:10:00 am**

Quote from: Volatar on May 11, 2010, 09:52:36 am
Quote from: Armok on May 11, 2010, 09:24:38 am
Quote from: Cheddarius on May 10, 2010, 11:13:17 pm
Sentry: "My Lady! An elephant is ravaging the camp! Two elves are already dead, and it is trampling everything in its path!"
Amala: "hott"
THIIIIIIIS!

* Volatar smacks Armok around with a large trout.
Thiiiiiiiiis is a bad meme, and you should feel bad for using it. :P
This. With multiple 'i's

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Karnewarrior** on **May 11, 2010, 02:12:04 pm**

>Attack elephant with vigor, as loudly as pssible.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **dragnar** on **May 11, 2010, 03:24:36 pm**

Quote from: Karnewarrior on May 11, 2010, 02:12:04 pm
>Attack elephant with vigor, as loudly as pssible.
LEEEEEEROY JENKINS!!!!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **abculatter_2** on **May 11, 2010, 07:02:18 pm**

Quote from: dragnar on May 11, 2010, 03:24:36 pm
Quote from: Karnewarrior on May 11, 2010, 02:12:04 pm
>Attack elephant with vigor, as loudly as pssible.
LEEEEEEROY JENKINS!!!!
If only we had the foresight to bring chickens.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Karnewarrior** on **May 11, 2010, 07:38:40 pm**

Quote from: abculatter_2 on May 11, 2010, 07:02:18 pm
Quote from: dragnar on May 11, 2010, 03:24:36 pm
Quote from: Karnewarrior on May 11, 2010, 02:12:04 pm
>Attack elephant with vigor, as loudly as pssible.
LEEEEEEROY JENKINS!!!!
If only we had the foresight to bring chickens.
Yessssssss!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **DarkerDark** on **May 11, 2010, 07:45:57 pm**

The elf sentry clears his throat and begins to speak in a soft, soothing voice to the elephant, "I mean you no harm, my animal friend, why must you look at me so? Perhaps you are burdened with those bodies hanging from your tusks? If you would let me remove them for you, gentle giant, I'm sure it would help to lighten your mood."

The elephant is caught off guard by the calm speech of the Amanereli bowelf and begins to let down it's guard. Seizing the moment, the sentry thrusts his torch forward, "Take this, you murderous fiend!" The elf finds his mark, burying the torch into one of the beast's murderous eyes. The elephant rears back, letting out a terrifying trumpet. The sentry flees for his life.



He does not get far.

There is pandemonium in the camp, elves are waking to the yells of alarm. Pack animals buck and whinny in panic. Nobody knows what's going on at first, as the darkness does well to conceal the tusked menace. One of the sentries who witnessed the attack begins barking out orders, gathering up the nearest group of elves to form a defensive position.



Another sentry, spotting the commotion yells out to the elf closest to him, "Arouse Amala and the other sleepers! Quickly!" Unfortunately, the elf misinterprets the sentry's intentions.



Amala wakes to a disturbing image, an elf waving his shirt around while gyrating rhythmically.

[Spoiler](#) (click to show/hide)

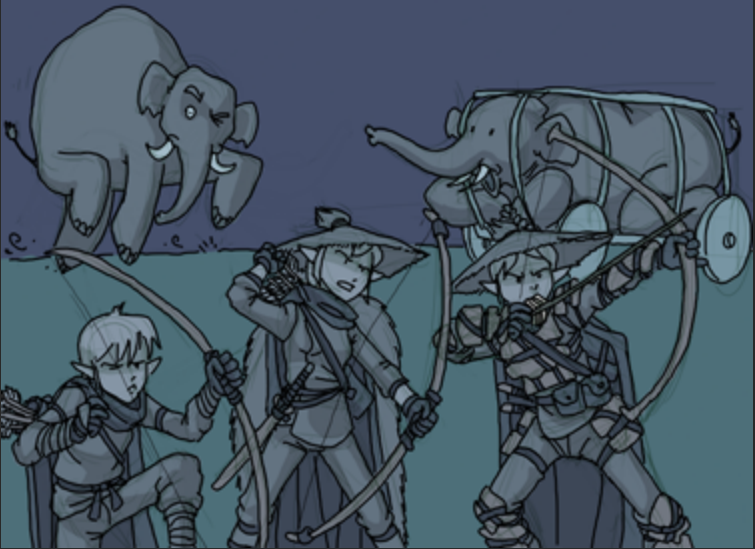


Unfortunately, all that shirt waving draws the attention of the rampaging elephant.

Elf Deaths: 5

Bowelves now begin to concentrate their fire on the rampaging beast, each and everyone of them taking careful aim, as they don't want to hit their Ranger leader, who is now surely in grave danger of being trampled or gored.

Nobody notices the second elephant slowly sneaking into the camp. While it's rampaging comrade draws all the attention, it creeps towards the caged elephant with thoughts of liberation on it's mind.



The situation can be salvaged, Elves of Amanereli! Amala currently faces the murderous elephant alone, though her bowelves try their best to give her ranged support from a distance. A group of spearelves and swordselves have rallied around another bowelf, one of Amala's Rangers, only now do they notice the infiltrating elephants, but what shall they do? Do they prevent the caged elephant from escaping, or do they rush to the aid of their leader, Amala Nightglimmer?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Fault** on **May 11, 2010, 07:47:14 pm**

OH SNAP AN UPDATE

I'm gonna bet the elephant can shoot fire out of his right eye now

also, WHAT DO YOU DRAW WITH

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Bandages** on **May 11, 2010, 07:47:43 pm**

Hell to the yesssss

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Diablous** on **May 11, 2010, 07:48:25 pm**

Save Amala!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Bandages** on **May 11, 2010, 07:50:17 pm**

THIS (<http://www.youtube.com/watch?v=sMjkfZ3q8tE>)

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Stas** on **May 11, 2010, 07:56:49 pm**

[Quote from: Bandages on May 11, 2010, 07:50:17 pm](#)
THIS (<http://www.youtube.com/watch?v=sMjkfZ3q8tE>)

THIS!!!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rashilul** on **May 11, 2010, 07:58:10 pm**

[Quote from: Stas on May 11, 2010, 07:56:49 pm](#)
[Quote from: Bandages on May 11, 2010, 07:50:17 pm](#)
THIS (<http://www.youtube.com/watch?v=sMjkfZ3q8tE>)

THIS!!!
IS!!!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Karnewarrior** on **May 11, 2010, 08:01:36 pm**

[Quote from: Rashilul on May 11, 2010, 07:58:10 pm](#)
[Quote from: Stas on May 11, 2010, 07:56:49 pm](#)
[Quote from: Bandages on May 11, 2010, 07:50:17 pm](#)
THIS (<http://www.youtube.com/watch?v=sMjkfZ3q8tE>)

THIS!!!
IS!!!
AMANERELI!!!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rashilul** on **May 11, 2010, 08:24:31 pm**

[Quote from: Karnewarrior on May 11, 2010, 08:01:36 pm](#)
[Quote from: Rashilul on May 11, 2010, 07:58:10 pm](#)
[Quote from: Stas on May 11, 2010, 07:56:49 pm](#)
THIS!!!
IS!!!
AMANERELI!!!

Then do
[Quote from: Bandages on May 11, 2010, 07:50:17 pm](#)

THIS (http://www.youtube.com/watch?v=sMjkfZ3q8tE)

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ultimuh** on **May 11, 2010, 08:33:56 pm**

Well, there are no fiends on the elephant, but I agreee Amala should kill the elephant with her awesome skills.

Then punish the guards for letting the caged elephant escape.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **DarkerDark** on **May 11, 2010, 08:47:04 pm**

Quote from: Bandages on May 11, 2010, 07:50:17 pm
THIS (http://www.youtube.com/watch?v=sMjkfZ3q8tE)

This made me laugh out loud.

Quote from: Fault on May 11, 2010, 07:47:14 pm
OH SNAP AN UPDATE

I'm gonna bet the elephant can shoot fire out of his right eye now

also, WHAT DO YOU DRAW WITH

I use the Intuos4 drawing tablet with Open Canvas, a drawing program that uses some of the brushes from Photoshop. I use an older version, one that has a wonky layer system that makes it take forever to color backgrounds. Before a friend introduced me to Open Canvas, I used to draw mainly with online tools, like paintchat sites and those old oekaki boards.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **dragnar** on **May 11, 2010, 08:47:44 pm**


Quote from: Ultimuh on May 11, 2010, 08:33:56 pm
Well, there are no fiends on the elephant, but I agreee Amala should kill the elephant with her awesome skills.
Copy Legolas: hop on it's back and shoot arrows into it's spine.

Edit: ...Wut. That's what the link lead to?! Well that's quite some coincidence... I hadn't looked at it yet.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Samthere** on **May 11, 2010, 08:52:36 pm**

Quote from: DarkerDark on May 11, 2010, 07:45:57 pm

Another sentry, spotting the commotion yells out to the elf closest to him, "Arouse Amala and the other sleepers! Quickly!" Unfortunately, the elf misinterprets the sentry's intentions.



Amala wakes to a disturbing image, an elf waving his shirt around while gyrating rhythmically.

OH MY GOD THAT IS ME AS AN ELF.
Sure, I died, but I died semi-naked and in the act of romancing, which is, to elves, like dying in battle is to dwarves.
I'm so happy right now :D

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Fault** on **May 11, 2010, 09:10:43 pm**

Quote from: DarkerDark on May 11, 2010, 08:47:04 pm
WHAT DO YOU DRAW WITH
I use the Intuos4 drawing tablet with Open Canvas, a drawing program that uses some of the brushes from Photoshop. I use an older version, one that has a wonky layer system that makes it take forever to color backgrounds.

is that the one that allows multiple artists to draw on a server-esque structure? I downloaded it awhile ago.. never really got into it.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **DarkerDark** on **May 11, 2010, 09:21:02 pm**

Quote from: Fault on May 11, 2010, 09:10:43 pm
Quote from: DarkerDark on May 11, 2010, 08:47:04 pm
WHAT DO YOU DRAW WITH
I use the Intuos4 drawing tablet with Open Canvas, a drawing program that uses some of the brushes from Photoshop. I use an older version, one that has a wonky layer system that makes it take forever to color backgrounds.

is that the one that allows multiple artists to draw on a server-esque structure? I downloaded it awhile ago.. never really got into it.

Yeah, there's an option for that, though I've never used it. I think my sisters use PaintSAI. I've tried GIMP as well, but it tends to lag with larger images.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Acanthus117** on **May 11, 2010, 09:45:22 pm**

FUCKING SHIT FASDFLJASDLJASDL

Just kill the goddamn elephant.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Raviaric** on **May 11, 2010, 10:42:27 pm**

>Amala: SEPULCHRITUDE

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **IronyOwl** on **May 11, 2010, 10:53:14 pm**

Alright, so what have we learned?

1. Elven animal diplomacy is AWESOME.
2. Mixing plans ends HORRIBLY.
3. Elephants are far more cunning than we realized.

That said, I say we defend the caged elephant; otherwise we'll have lost four elves for nothing.

On the other hand, if we let them get the caged one back, we'd probably be on better terms with our murderous friends than if we sell one into slavery. Maybe we should do that.

Either way, I sort of wish we had a better plan for Amala than backflipping off its tusks to shoot it in the neck. Seems, uh... similar to plans that have gotten elves promptly killed.

EDIT: After taking a second look, I can confirm the elephant has plenty more room on its tusks. We better not mess this up.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **maxicaxi** on **May 11, 2010, 11:11:55 pm**

Quote from: Rashilul on May 11, 2010, 08:24:31 pm

Quote from: Karnewarrior on May 11, 2010, 08:01:36 pm

Quote from: Rashilul on May 11, 2010, 07:58:10 pm

Quote from: Stas on May 11, 2010, 07:56:49 pm

THIS!!!

IS!!!

AMANERELI!!!

Then do

Quote from: Bandages on May 11, 2010, 07:50:17 pm

THIS (<http://www.youtube.com/watch?v=sMjkfZ3q8tE>)

this is madness, thiiiiiiiiiiiiiiiiis

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Sensei** on **May 11, 2010, 11:22:59 pm**

Quote from: Raviaric on May 11, 2010, 10:42:27 pm

>Amala: SEPULCHRITUDE (<http://mspaintadventures.com/?s=4&p=001709>)

Fix'd

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rashilul** on **May 11, 2010, 11:50:46 pm**

Quote from: Sensei on May 11, 2010, 11:22:59 pm

Quote from: Raviaric on May 11, 2010, 10:42:27 pm

>Amala: SEPULCHRITUDE (<http://mspaintadventures.com/?s=4&p=001106>)

Fix'd

Fix'd

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **maxicaxi** on **May 12, 2010, 12:08:48 am**

Quote from: IronyOwl on May 11, 2010, 10:53:14 pm

Alright, so what have we learned?

1. Elven animal diplomacy is AWESOME.
2. Mixing plans ends HORRIBLY.
3. Elephants are far more cunning than we realized.

That said, I say we defend the caged elephant; otherwise we'll have lost four elves for nothing.

On the other hand, if we let them get the caged one back, we'd probably be on better terms with our murderous friends than if we sell one into slavery. Maybe we should do that.

Either way, I sort of wish we had a better plan for Amala than backflipping off its tusks to shoot it in the neck. Seems, uh... similar to plans that have gotten elves promptly killed.

EDIT: After taking a second look, I can confirm the elephant has plenty more room on its tusks. We better not mess this up.

amala is so awesome that it will be a success

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Sensei** on **May 12, 2010, 12:16:02 am**

Amala > Arouse Elephant

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ultimuh** on **May 12, 2010, 12:21:33 am**

Quote from: Sensei on May 12, 2010, 12:16:02 am

Amala > Arouse Elephant

Oh for.. Someone should put theese kind of suggestions out of their misery!
Or atleast me!

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Neruz** on **May 12, 2010, 12:35:28 am**

TOASTING IN AN EPIC BREAD!

Seriously this is amazing. I look forward to future updates.

Also; the concept of a 2 ton Elephant 'sneaking' is giving me brain damage.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **RandomNumberGenerator** on **May 12, 2010, 12:55:42 am**

Burn more herbs!

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Cheetar** on **May 12, 2010, 01:07:23 am**

The elephants seem to be vulnerable to being surprised. Useless elves - Run at the elephant screaming. Useful elves- Aim for the eyes.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Haspen** on **May 12, 2010, 03:51:29 am**

The paint mastery and hilarity of this game breaks records with every update.

Look my elven brothers! Sneaking elephant!

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Armok** on **May 12, 2010, 04:10:01 am**

I laughted so much my face hurts!!!!!! Darkerdark you're feekin made of win!!!!

Quote from: Rashilul on May 11, 2010, 08:24:31 pm

Quote from: Karnewarrior on May 11, 2010, 08:01:36 pm

Quote from: Rashilul on May 11, 2010, 07:58:10 pm

Quote from: Stas on May 11, 2010, 07:56:49 pm

THIS!!!

IS!!!

AMANERELI!!!

Then do

Quote from: Bandages on May 11, 2010, 07:50:17 pm

THIS (http://www.youtube.com/watch?v=sMjkfZ3q8tE)

Do sort of THIIIIIIKS! Exept more awesome! Spesifically:

Amala: Jump high into the air, spinning in unwordly grace like a combat ballerina from the matrix, while in the air do a dubble arrow shot that hits both it's eyes, then land on it's head while loading the bow with 5 arrows simultaneusly, and draw the boow back so much that when you release it the arrows blows the brains of the elephant out like a oversized shotgun and the rebounding vibrations tear the bow into pices! This is so awesoem it arouses the elephants.

Random drunk elf going for a dump: Discover the sneaking elephant and scream inchoherently.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Julien Brightside** on **May 12, 2010, 04:31:01 am**

That is one hell of an evil elephant.

Exactly how is the sneaking elephant going to save his friend? Do elephants pick locks with their trunks?

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Haspen** on **May 12, 2010, 04:44:34 am**

Quote from: Julien Brightside on May 12, 2010, 04:31:01 am

That is one hell of an evil elephant.

Exactly how is the sneaking elephant going to save his friend? Do elephants pick locks with their trunks?

WHY U GIVING DARKERDARK MOAR IDEAS?

Sorry for caps :P

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Flaede** on **May 12, 2010, 06:19:32 am**

Someone should just distract the sneaky elephant - WITHOUT attacking it. Without ANYONE attacking it. It isn't a murderous fiend like Tusks McSlaughterton over there. Diplomacy can work.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Karnewarrior** on **May 12, 2010, 06:26:34 am**

Amala: Jump high into the air, spinning in unwordly grace like a combat ballerina from the matrix, while in the air do a dubble arrow shot that hits both it's eyes, then land on it's head while loading the bow with 5 arrows simultaneusly, and draw the boow back so much that when you release it the arrows blows the brains of the elephant out like a oversized shotgun and the rebounding vibrations tear the bow

into pices! This is so awesoem it arouses the elephants.

Random drunk elf going for a dump: Discover the sneaking elephant and scream inchoherently.
[/quote]
THIS

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Caesar** on **May 12, 2010, 06:27:55 am**

Soothing the elephant actually seemed to work up until the point that it got a torch into its eye. Stupid!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Samthere** on **May 12, 2010, 06:42:32 am**

Soothing the elephant worked long enough to give the sentry a CHANCE. You can only confuse a murderderm for so long.

In the meantime, send some gentler folk to the sneaky elephant to convince it to join us? A few "soft whispers in the animal tongue" ought to do it, and some smokeleaf can't hurt.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Neruz** on **May 12, 2010, 06:44:28 am**

Why do i get the sneaking suspicion that this is about to snowball horrifically and result in dead Elves everywhere.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Caesar** on **May 12, 2010, 06:44:43 am**

Quote from: Samthere on May 12, 2010, 06:42:32 am
In the meantime, send some gentler folk to the sneaky elephant to convince it to join us? A few "soft whispers in the animal tongue" ought to do it, and some smokeleaf can't hurt.

I agree to that part. Do it.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Mikko** on **May 12, 2010, 07:56:04 am**

Quote from: Armok on May 12, 2010, 04:10:01 am
Amala: Jump high into the air, spinning in unwordly grace like a combat ballerina from the matrix, while in the air do a dubble arrow shot that hits both it's eyes, then land on it's head while loading the bow with 5 arrows simultaneously, and draw the boow back so much that when you release it the arrows blows the brains of the elephant out like a oversized shotgun and the rebounding vibrations tear the bow into pices! This is so awesoem it arouses the elephants.
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ALL OF THEEEEEEESE

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **mainiac** on **May 12, 2010, 09:31:05 am**

Clearly, the only hope from now on is to respond to all elephant sightings with overwhelming herbal warfare. The elves need to have herbs ready to go at all times and need a designated smoker always ready to provide the light.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Armok** on **May 12, 2010, 10:20:41 am**

Quote from: Mikko on May 12, 2010, 07:56:04 am
Quote from: Armok on May 12, 2010, 04:10:01 am
Amala: Jump high into the air, spinning in unwordly grace like a combat ballerina from the matrix, while in the air do a dubble arrow shot that hits both it's eyes, then land on it's head while loading the bow with 5 arrows simultaneously, and draw the boow back so much that when you release it the arrows blows the brains of the elephant out like a oversized shotgun and the rebounding vibrations tear the bow into pices! This is so awesoem it arouses the elephants.
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ALL OF THEEEEEEESE

THIIIIIIIIIS!!!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **maxicaxi** on **May 12, 2010, 10:23:11 am**

Quote from: Armok on May 12, 2010, 10:20:41 am
Quote from: Mikko on May 12, 2010, 07:56:04 am
Quote from: Armok on May 12, 2010, 04:10:01 am
Amala: Jump high into the air, spinning in unwordly grace like a combat ballerina from the matrix, while in the air do a dubble arrow shot that hits both it's eyes, then land on it's head while loading the bow with 5 arrows simultaneously, and draw the boow back so much that when you release it the arrows blows the brains of the elephant out like a oversized shotgun and the rebounding vibrations tear the bow into pices! This is so awesoem it arouses the elephants.
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THIIIIIIIIIS!!!

Title: Re: Elves of Amanereli - Paint adventure
Post by: Acanthus117 on May 12, 2010, 10:24:39 am

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **SHADOWdump** on **May 12, 2010, 10:29:11 am**

Quote from: Acanthus117 on May 12, 2010, 10:24:39 am

Goddamnit, I just know this'll become a local meme.

Who are you kidding? 'Become'?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **NUKE9.13** on **May 12, 2010, 10:29:32 am**

Quote from: Acanthus117 on May 12, 2010, 10:24:39 am

Goddamnit, I just know this'll become a local meme.

If by 'local' you mean just this thread, then yes, it already has.
Also I do not approve of these 'this' shenanigans; it is not amusing.

The way it has been set up suggests we have a choice: save Amala, or save the elephant. I say we go with saving Amala; without a leader we may be in even more trouble, and we can catch more exotic beasts along the way (my position to be reversed if wild elven noblewomen roam the plains ahead)

Title: Re: Elves of Amanereli - Paint adventure
Post by: Acanthus117 on May 12, 2010, 10:31:05 am

I'd save Amala too, but only because of the insanity that we can inflict due to poor word choice.

Hehe.

Title: Re: Elves of Amanereli - Paint adventure
Post by: dragnar on May 12, 2010, 10:33:29 am

Quote from: Acanthus117 on May 12, 2010, 10:24:39 am

Goddamnit, I just know this'll become a local meme.

You mean like the taste of... SATAAAN?!?!?!?

Title: Re: Elves of Amanereli - Paint adventure
Post by: Caesar on May 12, 2010, 10:34:53 am

Quote from: dragnar on May 12, 2010, 10:33:29 am

Quote from: Acanthus117 on May 12, 2010, 10:24:39 am

Goddamnit, I just know this'll become a local meme.

You mean like the taste of... SATAAAN?!?!?!?

What the hell's my taste got to do with all of this?

Title: Re: Elves of Amanereli - Paint adventure
Post by: Acanthus117 on May 12, 2010, 10:36:31 am

It's something to do with a dwarf that ate a Demon Rat. Hilarity ensued.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Caesar** on **May 12, 2010, 10:38:32 am**

Oooh.. That one. Wasn't that some sort of bug?

Title: Re: Elves of Amanereli - Paint adventure
Post by: Acanthus117 on May 12, 2010, 10:39:47 am

No, it's vermin, and so Dwarves can eat them, if need be.

Title: Re: Elves of Amanereli - Paint adventure
Post by: Caesar on May 12, 2010, 10:41:52 am

I know that they eat them. I once fed my fortress by catching vermin in 40d.

Anyways, let's not derail!

I vote for letting all the elves scream like little girls!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Samthere** on **May 12, 2010, 12:04:52 pm**

I'm not sure we have to choose one or the other. We still have a good number of elves, so we can spare one or two who are unskilled in combat to get the Liberty Elephant high and talk about deep things like '*trumpet*'.

Title: Re: Elves of Amanereli - Paint adventure
Post by: Raviaric on May 12, 2010, 12:05:56 pm

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Armok** on **May 12, 2010, 03:38:56 pm**

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Samthere** on **May 12, 2010, 03:39:35 pm**

Aww, you ninja'd my while(true) while I was writing :P

That doesn't have an s in it.

That doesn't have an s in it.

It does - just wait till it's finished and you'll see :P

Everyone shoot at the elephant that's molesting Amidala. Ignore the elephant that we totally don't see rescuing his caged elebuddy.

Everyone shoot at the elephant that's molesting **Amidala**. Ignore the elephant that we totally don't see rescuing his caged elebuddy.

Luke! Where's your ~~father~~ elephant!?

I just know this mis-spelling is going to devolve into some weird command like "Arouse Amidala at the Kaaba"

Amala looks the rampaging elephant in the eye. Anger swells inside her, not because she faces danger alone, but because the beast had impaled the elf she herself had wanted to kill. Nobody steals Amala Nightglimmer's kill, not even the king of the plains! The elephant bounds forward in an attempt to trample the Ranger, but Amala, without giving a second thought, immediately snaps into action, bounding up the elephant's trunk and soaring high into the air, as only a nimble elf can do.



Landing upon the elephant's massive back, she screams in a raging fury and notches an arrow into her bow. The elephant blinks, time seems to slow for the oversized brute. It's life flashes before it's very eyes, vivid memories of past impalement and the the razing of human hovels. It was a good life, a life that all elephants of the great plains aspire to achieve.

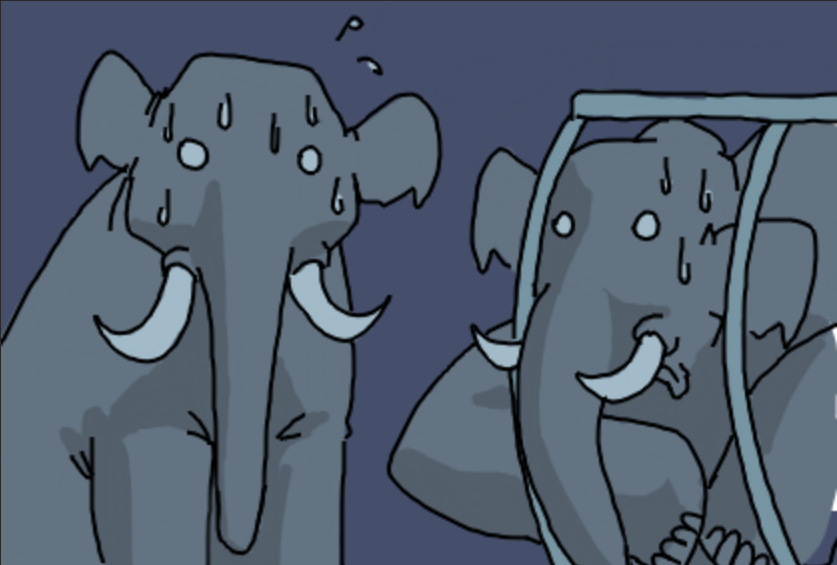


An instant later, all thoughts end.

Turotamilodang, The Thunderous Whirlwind of Goring, has been shot and killed.



The other elephants look on, stunned by the slaying of their glorious leader.



It is this moment the Elves of Amanereli can use to their advantage! They have seized the initiative! All eyes are now upon the remaining elephant and his caged companion. Will they attempt to capture this beast and add it to their caravan, or will they drive it away with spear and bow?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **dragnar** on **May 12, 2010, 04:55:46 pm**

The elephant was a kill-stealer. Of course! Too bad it can't get an even more comical number of elves impaled anymore...

Capture the second elephant. The same way as we caught the first one.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Bandages** on **May 12, 2010, 04:56:45 pm**

Eugh. SO FUCKING EPIC

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Diablous** on **May 12, 2010, 04:58:31 pm**

Quote from: dragnar on May 12, 2010, 04:55:46 pm
Capture the second elephant. The same way as we caught the first one.

This.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Samthere** on **May 12, 2010, 05:00:31 pm**

Beautiful :D
And to think that me taking off my shirt drove her to avenge me **so hard**.

Well, to business. Agreed, capture the second elephant with kindness and herbs, and preserve the dead elephant to add to our caravan.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Bandages** on **May 12, 2010, 05:06:52 pm**

Why waste herbs? that elephant would WILLINGLY get into a cage knowing the terrors that await him if not...

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **SHADOWdump** on **May 12, 2010, 05:20:41 pm**

Speak to the elephant that if he/she doesn't get into a cage, Amala is going to do some *nasty* work on it.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **cganya** on **May 12, 2010, 05:23:44 pm**

that picture with Amala getting ready to fire her bow is epic and now rests in my archive of interesting pictures.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Sensei** on **May 12, 2010, 05:24:23 pm**

Quote from: Diablous on May 12, 2010, 04:58:31 pm

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Karnewarrior** on **May 12, 2010, 06:19:26 pm**

Quote from: Flaede on May 12, 2010, 06:17:56 pm

Elf closest to elephants remaining should show (feigned?) horror, and be like "Quick! Hide in HERE! Before She notices you!" and offer the elephant a nice safe cage to run and hide in.

YES!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Armok** on **May 12, 2010, 06:23:31 pm**

...

I am speechless. this is just beyond quality. in so many ways...

Really, this shuldn't be a game on some random foum. It's better than the majority of webcomics, and really deserve it's own website. I'll help set one up, as long as I dont have to do evrything myself, anyone else who knows web design and such that want to help with making one? And of coarse darkerdark will have to state his/her intrest in having a site! (and dont worry about it being user driven, or if it ends up short, or stuff like that. Those either are no progblems or can be solved at a later time.)

Quote from: Karnewarrior on May 12, 2010, 06:19:26 pm

Quote from: Flaede on May 12, 2010, 06:17:56 pm

Elf closest to elephants remaining should show (feigned?) horror, and be like "Quick! Hide in HERE! Before She notices you!" and offer the elephant a nice safe cage to run and hide in.

YES!

THIIIIIIIIIIIIIIIIIIIIIS!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Karnewarrior** on **May 12, 2010, 06:26:06 pm**

I propse to limit THIIIIISing to five I's.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **SHAD0Wdump** on **May 12, 2010, 06:34:16 pm**

You know what, yes... This quality of art and story definitely deserves it's own website. DarkerDark, you have the potential to take a place amongst the many webcomic authors.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **IronyOwl** on **May 12, 2010, 06:36:15 pm**

Quote from: Sensei on May 12, 2010, 05:24:23 pm

Can we trust either of them? Are we selling the dwarves a killer elephant?

This would be both more fitting and more profitable. You think dwarves want their animals acting like bonded companions or the raptors from Jurassic Park?

Quote from: Karnewarrior on May 12, 2010, 06:19:26 pm

Quote from: Flaede on May 12, 2010, 06:17:56 pm

Elf closest to elephants remaining should show (feigned?) horror, and be like "Quick! Hide in HERE! Before She notices you!" and offer the elephant a nice safe cage to run and hide in.

YES!

YEEEEEEEEEEEEEEEEEEEEES!

And yeah, this could definitely be a webcomic. Though in a way it already is. :P

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Raviaric** on **May 12, 2010, 06:47:40 pm**

Quote from: IronyOwl on May 12, 2010, 06:36:15 pm

Quote from: Karnewarrior on May 12, 2010, 06:19:26 pm

Quote from: Flaede on May 12, 2010, 06:17:56 pm

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YES!

YEEEEEEEEEEEEEEEEEEEEES!

YEEEEEEEEEEEEEEEEEEEEEEEEEEEEES!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **cganya** on **May 12, 2010, 07:36:42 pm**

Quote from: Raviaric on May 12, 2010, 06:47:40 pm

Quote from: IronyOwl on May 12, 2010, 06:36:15 pm

Quote from: Karnewarrior on May 12, 2010, 06:19:26 pm

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YES!

YEEEEEEEEEEEEEEEEEEEEES!

YEEEEEEEEEEEEEEEEEEEEEEEEEEEEES!

I vote for this! capitalize on confusion!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Samthere** on **May 12, 2010, 08:09:46 pm**

Quote from: cganya on May 12, 2010, 07:36:42 pm

Quote from: Raviaric on May 12, 2010, 06:47:40 pm

Quote from: IronyOwl on May 12, 2010, 06:36:15 pm

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YES!

YEEEEEEEEEEEEEEEEEEEEES!

YEEEEEEEEEEEEEEEEEEEEEEEEEEEEES!

I vote for this! capitalize on confusion!

You've got my vote!

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Acanthus117** on **May 12, 2010, 09:00:46 pm**

Also, we should head south.

Maybe liberating some Elven slaves/getting Human mercs would make this more !!fun!!.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Stas** on **May 12, 2010, 09:17:33 pm**

I will forever love you. This is Beyond Quality.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Myroc** on **May 13, 2010, 04:01:32 am**

Force the elephant into a cage through fear.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Flaede** on **May 13, 2010, 04:03:30 am**

Quote from: Myroc on May 13, 2010, 04:01:32 am

~~Force~~*Trick* the elephant into a cage through fear.

Eh? eh?

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Haspen** on **May 13, 2010, 05:13:28 am**

Quote from: Samthere on May 12, 2010, 08:09:46 pm

Quote from: cqanya on May 12, 2010, 07:36:42 pm

Quote from: Raviaric on May 12, 2010, 06:47:40 pm

Quote from: IronyOwl on May 12, 2010, 06:36:15 pm

Quote from: Karnewarrior on May 12, 2010, 06:19:26 pm

Quote from: Flaede on May 12, 2010, 06:17:56 pm

Elf closest to elephants remaining should show (feigned?) horror, and be like "Quick! Hide in HERE! Before She notices you!" and offer the elephant a nice safe cage to run and hide in.

YES!

YEEEEEEEEEEEEEEEEEEEEES!

YEEEEEEEEEEEEEEEEEEEEEEEEEEEEES!

I vote for this! capitalize on confusion!

You've got my vote!

And mine!

Also, make sure that the elf at least looks scared of Amala as well. A smiling elf inviting scared elephant into cage = dead elf.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Mikko** on **May 13, 2010, 05:48:38 am**

Quote from: Haspen on May 13, 2010, 05:13:28 am

Quote from: Samthere on May 12, 2010, 08:09:46 pm

Quote from: cqanya on May 12, 2010, 07:36:42 pm

Quote from: Raviaric on May 12, 2010, 06:47:40 pm

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I agree with all this.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **shome** on **May 13, 2010, 05:58:58 am**

Quote from: Mikko on May 13, 2010, 05:48:38 am

Quote from: Haspen on May 13, 2010, 05:13:28 am

Quote from: Samthere on May 12, 2010, 08:09:46 pm

Quote from: cqanya on May 12, 2010, 07:36:42 pm

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I agree with all this.

Obey the qote pyramid.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Neyvn** on **May 13, 2010, 06:05:49 am**

[Quote from: shome on May 13, 2010, 05:58:58 am](#)

[Quote from: Mikko on May 13, 2010, 05:48:38 am](#)

[Quote from: Haspen on May 13, 2010, 05:13:28 am](#)

[Quote from: Samthere on May 12, 2010, 08:09:46 pm](#)

[Quote from: cganya on May 12, 2010, 07:36:42 pm](#)

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I agree with all this.

Obey the quote pyramid.

All Hail the Quote Pyramid...

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Mikko** on **May 13, 2010, 06:18:14 am**

Ah man I hate quote pyramids. Make it stop now.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **dragnar** on **May 13, 2010, 06:32:06 am**

[Quote from: Neyvn on May 13, 2010, 06:05:49 am](#)

[Quote from: shome on May 13, 2010, 05:58:58 am](#)

[Quote from: Mikko on May 13, 2010, 05:48:38 am](#)

[Quote from: Haspen on May 13, 2010, 05:13:28 am](#)

[Quote from: Samthere on May 12, 2010, 08:09:46 pm](#)

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All Hail the Quote Pyramid...

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Demonic Spoon** on **May 13, 2010, 07:49:27 am**

[Quote from: dragnar on May 13, 2010, 06:32:06 am](#)

[Quote from: Neyvn on May 13, 2010, 06:05:49 am](#)

[Quote from: shome on May 13, 2010, 05:58:58 am](#)

[Quote from: Mikko on May 13, 2010, 05:48:38 am](#)

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I agree with all this.

Obey the quote pyramid.

All Hail the Quote Pyramid...

I love quote pyramids. :D

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Mikko** on **May 13, 2010, 07:50:23 am**

This. The One Who Kills The Leader Becomes The New Leader or something. Amala is now Leader of Elephants. The elephants will carry us across the river. We cheer and move on. And throw more flowers.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Raviaric** on **May 13, 2010, 02:25:40 pm**

Quote from: Siquo on May 13, 2010, 12:04:09 pm

Quote from: Flaede on May 13, 2010, 10:11:52 am

Quote from: Japa on May 13, 2010, 09:44:49 am

I say we intimidate the scared elephant into marching along with us, possibly carrying stuff.

make it Useful!

I say we wait on that until we can case the herd now that it has lost its leader. Who knows? we may be able to use diplomacy now that Tall Dark And Tusky is out of the way. Maybe we can show up in the dwarven with a whole elephant escort? Think big here, folks, we're trying for a historic meeting.

This. The One Who Kills The Leader Becomes The New Leader or something. Amala is now Leader of Elephants. The elephants will carry us across the river. We cheer and move on. And throw more flowers.

Thiiiiiiis.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Karnewarrior** on **May 13, 2010, 02:35:12 pm**

Quote from: Raviaric on May 13, 2010, 02:25:40 pm

Quote from: Siquo on May 13, 2010, 12:04:09 pm

Quote from: Flaede on May 13, 2010, 10:11:52 am

Quote from: Japa on May 13, 2010, 09:44:49 am

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Thiiiiiiis.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Jervous** on **May 13, 2010, 04:29:14 pm**

guys i'm having trouble finding the story posts because of all your 'this' spam and quote pyramids :(*sniffle*

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Lordinquisitor** on **May 13, 2010, 04:30:50 pm**

Quote from: Karnewarrior on May 13, 2010, 02:35:12 pm

Quote from: Raviaric on May 13, 2010, 02:25:40 pm

Quote from: Siquo on May 13, 2010, 12:04:09 pm

Quote from: Flaede on May 13, 2010, 10:11:52 am

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This. The One Who Kills The Leader Becomes The New Leader or something. Amala is now Leader of Elephants. The elephants will carry us across the river. We cheer and move on. And throw more flowers.

Thiiiiiiis.

So this.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Samthere** on **May 13, 2010, 04:37:29 pm**

Quote from: Jervous on May 13, 2010, 04:29:14 pm

guys i'm having trouble finding the story posts because of all your 'this' spam and quote pyramids :(*sniffle*

Hint: look for the pictures.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Jervous** on **May 13, 2010, 04:41:09 pm**

Well when there's about 20 pages of spam after every update it's kinda hard to tell if there's been an update or not or which page it's on

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Dwarf** on **May 13, 2010, 04:41:29 pm**

Awesome on a stick

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Samthere** on **May 13, 2010, 04:42:18 pm**

It's not really spam - it's people enjoying the thread.
That said, I wouldn't be averse to collecting up the updates as a series of links.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Jervous** on **May 13, 2010, 04:43:34 pm**

I love to show my enjoyment by making quotepyramids!!!!1

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Samthere** on **May 13, 2010, 04:45:52 pm**

Exactly!!!!one!!!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Samthere** on **May 13, 2010, 04:54:08 pm**

Anyway, here's all the updates so far. Perhaps DarkerDark could put them at the end of the first post or some such, to make it easier for new readers to catch up.

Initial Post (http://www.bay12forums.com/smf/index.php?topic=55601.msg1198884#msg1198884)
Update 1 (http://www.bay12forums.com/smf/index.php?topic=55601.msg1199403#msg1199403)
Update 2 (http://www.bay12forums.com/smf/index.php?topic=55601.msg1202649#msg1202649)
Update 3 (http://www.bay12forums.com/smf/index.php?topic=55601.msg1203674#msg1203674)
Update 4 (http://www.bay12forums.com/smf/index.php?topic=55601.msg1208607#msg1208607)
Update 5 (http://www.bay12forums.com/smf/index.php?topic=55601.msg1213084#msg1213084)
Update 6 (http://www.bay12forums.com/smf/index.php?topic=55601.msg1215725#msg1215725)
Update 7 (http://www.bay12forums.com/smf/index.php?topic=55601.msg1220592#msg1220592)
Update 8 (http://www.bay12forums.com/smf/index.php?topic=55601.msg1227832#msg1227832)
Update 9 (http://www.bay12forums.com/smf/index.php?topic=55601.msg1237223#msg1237223)
Update 10 (http://www.bay12forums.com/smf/index.php?topic=55601.msg1244478#msg1244478)
Update 11 (http://www.bay12forums.com/smf/index.php?topic=55601.msg1247425#msg1247425)

Spoiler: [Code](#) (click to show/hide)
Code: [\[Select\]](#)

```
[b][url=http://www.bay12forums.com/smf/index.php?topic=55601.msg1198884#msg1198884]Initial Post[/url]
[url=http://www.bay12forums.com/smf/index.php?topic=55601.msg1199403#msg1199403]Update 1[/url]
[url=http://www.bay12forums.com/smf/index.php?topic=55601.msg1202649#msg1202649]Update 2[/url]
[url=http://www.bay12forums.com/smf/index.php?topic=55601.msg1203674#msg1203674]Update 3[/url]
[url=http://www.bay12forums.com/smf/index.php?topic=55601.msg1208607#msg1208607]Update 4[/url]
[url=http://www.bay12forums.com/smf/index.php?topic=55601.msg1213084#msg1213084]Update 5[/url]
[url=http://www.bay12forums.com/smf/index.php?topic=55601.msg1215725#msg1215725]Update 6[/url]
[url=http://www.bay12forums.com/smf/index.php?topic=55601.msg1220592#msg1220592]Update 7[/url]
[url=http://www.bay12forums.com/smf/index.php?topic=55601.msg1227832#msg1227832]Update 8[/url]
[url=http://www.bay12forums.com/smf/index.php?topic=55601.msg1237223#msg1237223]Update 9[/url]
[url=http://www.bay12forums.com/smf/index.php?topic=55601.msg1244478#msg1244478]Update 10[/url]
[url=http://www.bay12forums.com/smf/index.php?topic=55601.msg1247425#msg1247425]Update 11[/url][/b]
```

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **LeoLeonardoIII** on **May 13, 2010, 06:23:52 pm**

[Quote from: Jervous on May 13, 2010, 04:43:34 pm](#)
I love to show my enjoyment by making quotepyramids!!!!1

Most are just posting their vote, and instead of typing it out they just quote someone else and agree.

And you display X number of posts per page, so it's not like there would be fewer pages to sift through if people kept it really short.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Karnewarrior** on **May 13, 2010, 08:20:25 pm**

Game too awsome, must not die! Game make me want to make good elves in Karnewarrior game. Karne be nice to Elfiewelfies now.

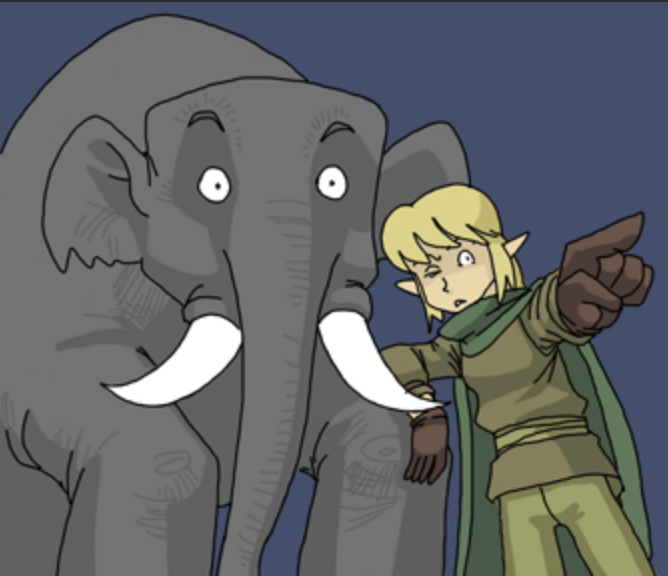
Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Dorten** on **May 13, 2010, 10:17:59 pm**

[Quote from: Flaede on May 12, 2010, 06:17:56 pm](#)
Elf closest to elephants remaining should show (feigned?) horror, and be like "Quick! Hide in HERE! Before She notices you!" and offer the elephant a nice safe cage to run and hide in.

This.
No intimidating, if possible

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **DarkerDark** on **May 13, 2010, 11:19:57 pm**

One of the elves approaches the elephant, capitalizing on it's stunned state of mind. The elf leans forward into the great beast, speaking quickly in the animal tongue, "Friend! Thank goodness you still draw breath! We must hide you, quickly, lest you suffer the wrath of that elf over yonder!" He points to Amala. The Ranger is perched upon the fallen elephant, hacking away with one of her short swords. She is lost in blood lust, and screams a string of curses that no elf ears should hear. Whether she's upset that she was forced to kill a once benign creature of nature, or merely relieving the frustration of having her once and only pampering session interrupted, no one can tell. But there is one thing everyone can agree upon, they don't want to be the focus of Amala Nightglimmer's anger.





The elephant swiftly asks for sanctuary, and the Elves of Amanereli happily oblige. And so, another caged elephant is added to the caravan!

After Amala vents her anger, she rounds up her best elves and asks for an assessment of the situation. A headcount is made and the trade goods are checked. The list is updated.

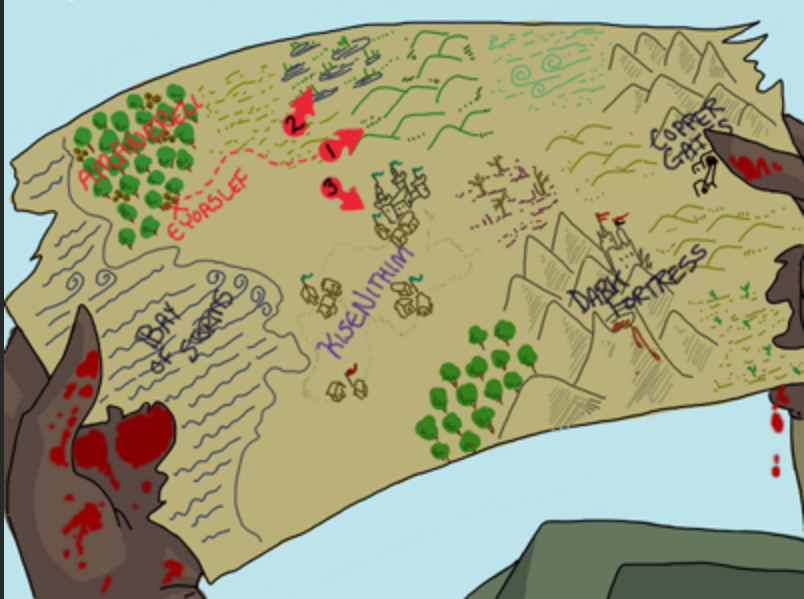
The List.

[Spoiler](#) (click to show/hide)
-Red denotes changes made-

- 10 Bowelves - armored
- 9 Bowelves - unarmored, skilled ambushers
- 10 Spearelves - shield and armored
- 10 untrained Spearelves
- 9 untrained Swordselves
- 20 mules
- 2 caged elephants
- 1 caged dead elephant
- 4 caged hoary marmots
- 60 barrels of strawberry wine
- 10 bundles of rope reed cloth
- 10 baskets of various berries
- 10 bins of wooden goods
- 10 barrels of assorted herbs (cooking herbs included)
- 10 of the highest quality rope reed blankets
- 10 spindles of rope reed rope
- 8 bundles of wood blessed by the druids, (2 had been converted into cages)
- 9 bags of provisions (dried fruits and seeds)

The Map.

[Spoiler](#) (click to show/hide)



- Come dawn, there are three routes the caravan can take:
1. Ford the shallow river at this very point, where the water is swiftest. Doing so will allow travel through the Foreboding Hills, the most direct route to the Dwarven Mountain Homes.
 2. Follow the river north into the lowlands, the Whispering Marshes. Alligators are rumored to lurk there.
 3. Follow the river south into the human lands, there may be a bridge to be found.

The path the caravan takes is in your hands.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **DarkerDark** on **May 13, 2010, 11:21:42 pm**

Quote from: Samthere on May 13, 2010, 04:54:08 pm
Anyway, here's all the updates so far. Perhaps DarkerDark could put them at the end of the first post or some such, to make it easier for new readers to catch up.

Thanks, Samthere. I'll see if I can add this code to the first post!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Sensei** on **May 13, 2010, 11:23:17 pm**

1. Or if you INSIST on surviving, 3.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Bandages** on **May 13, 2010, 11:26:27 pm**

the first panel made me explode into laughter!

also TWO

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ultimuh** on **May 13, 2010, 11:29:03 pm**

Nice update!
And I wonder how the Dwarves will react to the dead caged elephant with two elves impaled on each tusk.
Unless the dead elves have been removed.

1. Might be interesting, even if it is the shortest most direct route, it might hide a few fun events and perhaps even more dead elves?
2. Also an interesting choice.. Aligators and possibly undead if the area is evil enough.
3. Human lands? eh.. While here might be some interesting events there i think we should avoid that.

So.. what I would vote for... tough choice.. I say let's head for the hills!
But I won't complain if we went through the Whispering marshes.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Dorten** on **May 13, 2010, 11:32:13 pm**

Quote from: Sensei on May 13, 2010, 11:23:17 pm

1. Or if you INSIST on surviving, 3.

This

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **IronyOwl** on **May 13, 2010, 11:32:58 pm**

- 1 might lose us some goods.
- 2 might lose us some elves, but if anyone can avoid an alligator ambush, it's Amala
- 3 will probably get us paying a toll. Though if we could cage some bandits that'd be awesome.

So, I say we go for the marshes.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **cganya** on **May 13, 2010, 11:34:08 pm**

if we can figure out a way to protect all our goods from the swift water, i say cross here. also the bloody gloves on the map update were an excellent touch.

also² i noticed you specifically used the word "capitalize" like i did in my vote. that makes me very happy :3

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Japa** on **May 13, 2010, 11:39:06 pm**

2

we can cage the alligators :D

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **SHADOWdump** on **May 13, 2010, 11:49:56 pm**

2. On to danger!!!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Raviaric** on **May 13, 2010, 11:51:14 pm**

2. Amala the Insane shall slaughter any threats. Or we can cage them.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rashilul** on **May 13, 2010, 11:53:29 pm**

2: because it's going to win no matter what.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Dorten** on **May 14, 2010, 12:00:44 am**

Quote from: Rashilul on May 13, 2010, 11:53:29 pm

2: because it's going to win no matter what.

ANY route is going to win no matter what! Don't you see, that this thread is PURE win, with not a single grain of fail in it?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Fortis** on **May 14, 2010, 12:10:50 am**

Whichever way we choose, we probably should arrange for another pampering session for our bloodthirsty leader.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ultimuh** on **May 14, 2010, 12:12:52 am**

Quote from: Fortis on May 14, 2010, 12:10:50 am

Whichever way we choose, we probably should arrange for another pampering session for our bloodthirsty leader.

We already done enough of that.
let's try something new and original.
Like arrange an archery contest between the bowelves.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Sensei** on **May 14, 2010, 12:13:50 am**

Quote from: Raviaric on May 13, 2010, 11:51:14 pm

2. Amala the Insane shall slaughter any threats.

Yeah, at a cost of one elf soul per..

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **IronyOwl** on **May 14, 2010, 12:20:04 am**

Quote from: Sensei on May 14, 2010, 12:13:50 am

Quote from: Raviaric on May 13, 2010, 11:51:14 pm

2. Amala the Insane shall slaughter any threats.

Yeah, at a cost of one elf soul per..

A bargain indeed!

But really, I do think we should save pampering for a special occasion. Otherwise she'll start killing elves when we don't, as opposed to not killing elves when we do.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Neruz** on **May 14, 2010, 12:23:18 am**

Your greed will be the end of this caravan.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Neyvn** on **May 14, 2010, 12:28:42 am**

Request to use some Cloth to bind the Goods down to the Pack Animals more securely. Also make some simple 'Blinders' for the animals so that they will not be distracted by the Crocs when we go down 2.

Also after our Wonderful leader has calmed enough. Ask her if there is anything that could make her feel better that can be done...

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Flaede** on **May 14, 2010, 01:07:15 am**

I think we should go into the human lands, actually.
If we find a WOODEN bridge, we should disassemble it behind us, bless the wood, and take it with us. :D All those poor trees the humans slaughter, we must see what we can do to help them find rest.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Samthere** on **May 14, 2010, 01:20:39 am**

2 or 3, preferably 2.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **maxicaxi** on **May 14, 2010, 03:04:37 am**

Quote from: Ultimuh on May 14, 2010, 12:12:52 am

Quote from: Fortis on May 14, 2010, 12:10:50 am

Whichever way we choose, we probably should arrange for another pampering session for our bloodthirsty leader.

We already done enough of that.
let's try something new and original.
Like arrange an archery contest between the bowelves.

THiiiiiiiiiiiiis

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Myroc** on **May 14, 2010, 03:22:03 am**

2. Alligator leather anyone?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Haspen** on **May 14, 2010, 03:22:44 am**

We can't tame the river.

We can't tame the bandits (those humans!).

We can tame the alligators.

The only appropriate route: To the swamps!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **maxicaxi** on **May 14, 2010, 03:26:04 am**

Quote from: Haspen on May 14, 2010, 03:22:44 am

We can't tame the bandits (those humans!).

well we can enslave them and eat resistors

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Neruz** on **May 14, 2010, 03:26:50 am**

Actually DF2010 Elves have been known to arrive with sentients, including Humans, in cages. So it seems that we *can*, in fact, tame Humans.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **maxicaxi** on **May 14, 2010, 03:27:51 am**

Quote from: Neruz on May 14, 2010, 03:26:50 am
Actually DF2010 Elves have been known to arrive with sentients, including Humans, in cages. So it seems that we *can*, in fact, tame Humans.

to the umies!!!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Flaede** on **May 14, 2010, 03:32:12 am**

Quote from: maxicaxi on May 14, 2010, 03:27:51 am
Quote from: Neruz on May 14, 2010, 03:26:50 am
Actually DF2010 Elves have been known to arrive with sentients, including Humans, in cages. So it seems that we *can*, in fact, tame Humans.
to the umies!!!

This. But can we please liberate any poor tree corpses we see along the way?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Haspen** on **May 14, 2010, 03:32:25 am**

Still, alligators are more manly than Humans.

To the swamps I say!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Flaede** on **May 14, 2010, 03:33:28 am**

Quote from: Haspen on May 14, 2010, 03:32:25 am
Still, alligators are *more **manly** than **Humans***.

Brain ASPLODE!

EDIT: GATORR was a MAN! Gator was a... Lizard Man. GAAATOOOOOORRR

EDIT: We are elves. And led by a female elf. (a rather badass one, at that!) What are we caring about supposed standards of manliness for?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Haspen** on **May 14, 2010, 03:39:15 am**

I believe dwarves will.

Dwarves after knowing we moved through Humies' land: "You went through those pink-skins!? Bwahaha *and so on*"

Dwarves after knowing we moved through swamps and took alligators to them: "Oh sh*t!"

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **NUKE9.13** on **May 14, 2010, 03:48:45 am**

I feel compelled to point out that caged humans are ten times more awesome than caged crocs; entertaining as a pit with bloodthirsty alligators is to drop things into, a pit with bloodthirsty humans in it would make the fortress that possesses it legendary; as such the dwarves would pay far more for caged humans than for caged alligators.

OF COURSE
WE COULD ALSO
FIND A CAVE
AND CAGE US SOME
ALLIGATORMEN

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Flaede** on **May 14, 2010, 03:54:24 am**

Quote from: Haspen on May 14, 2010, 03:39:15 am
Dwarves after knowing we moved through swamps and took alligators to them: "Oh sh*t!"

That is a *very* good point. Diplomacy in action. I'm not sold completely, but I'm now intrigued about possibilities.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Acanthus117** on **May 14, 2010, 04:02:35 am**

3!!!

WE MUST GET MORE MERCENARIES AND SLAUGHTER TOWNS FOR USING WOOD

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Flaede** on **May 14, 2010, 04:13:46 am**

Quote from: Acanthus117 on May 14, 2010, 04:02:35 am
3!!!
WE MUST GET MORE MERCENARIES AND SLAUGHTER TOWNS FOR USING WOOD

Yes, we really should be caring more about the lack of a Tree Rights Movement in the human lands! Power to the Poplar!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Haspen** on **May 14, 2010, 04:17:23 am**

No! You human-lovers! SWAMPS I SAY!

jumps on and smacks random 5 elves from the thread

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Siquo** on **May 14, 2010, 04:23:22 am**

Let the tradeselves slaughter the elephant into elephant meat and leather. We shall not let it go to waste.

The Ivory should impress them as well, dwarves like pretty materials.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Acanthus117** on **May 14, 2010, 04:25:00 am**

I don't think elves know how to do that, but if it'll work, I guess it'll do.

Also,

HUMENS WE NEED HUMENSSS

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Haspen** on **May 14, 2010, 04:26:47 am**

Hmph.

When dwarves will get angry about bringing their allies in cages, don't blame me.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Digital Hellhound** on **May 14, 2010, 04:29:03 am**

Swamps we need swamps.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Siquo** on **May 14, 2010, 05:15:46 am**

Love the blood on the hands while holding the map. Genius is in the details.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Samthere** on **May 14, 2010, 05:21:07 am**

Crocodilidocious.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Bardum Idith** on **May 14, 2010, 05:23:51 am**

3. Eat the tree-slayers and sell their stuff!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Samthere** on **May 14, 2010, 05:27:40 am**

How about 2, then 3? The humans will respect our wishes/worship us that much more if we ride in atop gigantic crocodiles.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Acanthus117** on **May 14, 2010, 05:32:33 am**

I so want three, but only because I wanna see how HUMENS look like.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Neyvn** on **May 14, 2010, 05:37:48 am**

Quote from: Acanthus117 on May 14, 2010, 05:32:33 am
I so want three, but only because I wanna see how HUMENS look like.
Oh... Great work. Now you have peaked my interest...

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Samthere** on **May 14, 2010, 05:38:46 am**

Hmm, fair point, but if we start beef with humens then we're sure to have to face the SAVER OF HUMENS.
Which is bad news for us.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Neruz** on **May 14, 2010, 05:39:08 am**

Quote from: Acanthus117 on May 14, 2010, 05:32:33 am
I so want three, but only because I wanna see how HUMENS look like.

Manmans.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Acanthus117** on **May 14, 2010, 05:40:29 am**

Quote from: Samthere on May 14, 2010, 05:38:46 am
Hmm, fair point, but if we start beef with humens then we're sure to have to face the SAVER OF HUMENS.
Which is bad news for us.

Nah, one cage trap and John Freeman will be ours!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Flaede** on **May 14, 2010, 05:45:31 am**

I'm still for the Human route. I see Haspen's angle. Really, I do. But I got to thinking: do you think they *really* care what's above ground? Unless we visit them by coming up to their fortress from the underdark, our route is not likely to impress them much.

Also, like I've said before:
We're *Elves*! We should be caring more about the lack of a Tree Rights Movement in the human lands, not whether we can enslave and sell alligators to the Bearded Menace. Power to the Poplar! *ahem*

Spoiler: My overthought plan for a skinnamarinke*y-rampage-though-human-lands* (click to show/hide)
We're tying to unite the world, here. We need to go there eventually, so why not case the joint now? As Elves, we should waltz into the human lands with our elephant friends singing the Skinnamarink song¹, pied-piper away all the drunks² and Rangers³, then use the tamed Humies as bargaining chips with the human armies⁴ and meatshields respectively, then sell any left to the dwarves⁵. All the while, tearing up all the wooden bridges (behind us, of course), and liberating the poor tree corpses so their spirits may find peace (as our trade goods). Maybe we could also "liberate" some of their livestock?

- 1 It's the Elephant Show! 🐘 (http://www.youtube.com/watch?v=EEEsX69iIXY#t=00m33s)
- 2 Hey, emergency rations! Pre-marinated!
- 3 I'd also say children, but we're not *Goblins* here. They're the other immortal pains in the butt.
- 4 Or the Goblins if we run into any. Which almost sold me on pied pipering away the children. (they're happy to be free!)
- 5 Or use as a convenient distraction when the Dwarves turn on us?
- I *also* think, however, that this is far too "pat" a plan. What eventually does come about will be far more hilarious than this plan. No matter which route we take. Our talented host DarkerDark's imagination is absolutely wild! I just ~~secretly~~ think the human lands have the best options for wacky antics. And I likes me some wacky antics.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Acanthus117** on **May 14, 2010, 05:47:27 am**

Quote from: Flaede on May 14, 2010, 05:45:31 am

I'm still for the Human route. I see Haspen's angle. Really, I do. But I got to thinking: do you think they *really* care what's above ground? Unless we visit them by coming up to their fortress from the underdark, our route is not likely to impress them much.

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THISSSS

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Flaede** on **May 14, 2010, 05:49:05 am**

Quote from: Acanthus117 on May 14, 2010, 05:40:29 am

Quote from: Samthere on May 14, 2010, 05:38:46 am

Hmm, fair point, but if we start beef with humens then we're sure to have to face the SAVER OF HUMENS.
Which is bad news for us.

Nah, one cage trap and John Freeman will be ours!

I think, as Elves, we would actually *like* to know the SAVOUR OF HUMENS, rather than that of their beef.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Karnewarrior** on **May 14, 2010, 06:19:06 am**

Quote from: Flaede on May 14, 2010, 01:07:15 am

I think we should go into the human lands, actually.
If we find a WOODEN bridge, we should disassemble it behind us, bless the wood, and take it with us. :D All those poor trees the humans slaughter, we must see what we can do to help them find rest.

this. More wood means more cages.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Nirur Torir** on **May 14, 2010, 07:05:43 am**

Route 2.

This is a mission of peace. If we had brought an expert diplomat, the human lands would be a better option. As it is, we shouldn't go through human lands with ... Er, I mean, we shouldn't tear up their immoral bridges. We'd start a war. Plus, tamed alligators are more impressive then tamed drunks.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **cganya** on **May 14, 2010, 07:23:44 am**

i vote for route 2. starting shit in the human lands will quickly see us far out numbered and on the run. i say we make use of our two main advantages (ability to influence animals and having a master ranger) and head for the swamps.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Haspen** on **May 14, 2010, 07:27:02 am**

Also, make some waterskins from the cloth and fill it with water.

We don't want to drink water from swamps.

That will result in elven death.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **IronyOwl** on **May 14, 2010, 07:32:40 am**

Amala and her rangers probably know how to avoid that. Not sure it's a bad idea, though.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Taco Dan** on **May 14, 2010, 07:56:43 am**

Quote from: Samthere on May 14, 2010, 05:38:46 am

Hmm, fair point, but if we start beef with humens then we're sure to have to face the SAVER OF HUMENS.
Which is bad news for us.

How can we catch him if he's dead?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **dragnar** on **May 14, 2010, 08:23:24 am**

I vote 3, it's safer and we get to meet humans, providing more opportunities for idiocy.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Knight85** on **May 14, 2010, 09:14:27 am**

On to 2 and taming Crocodiles!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Haspen** on **May 14, 2010, 09:18:35 am**

Amala is too awesome to meddle with pink-skins!

Swamps!

Swamps!

SWAMPS!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ultimuh** on **May 14, 2010, 09:21:17 am**

I change my vote from hills to swamps.
As we have Amala as expedition leader, I think we should avoid human contact.
Ale would perhaps be more human tolerant but Amala .. I'm not sure.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **abculatter_2** on **May 14, 2010, 11:13:23 am**

Another vote for 2.

Also, inb4GIANTmosqitos.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **maxicaxi** on **May 14, 2010, 11:16:25 am**

we need tamed humans!!!!!!!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Diablous** on **May 14, 2010, 11:17:54 am**

2!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ultimuh** on **May 14, 2010, 11:20:23 am**

You know.. we they could just split up, a small fraction head twoards the human lands and the rest of us continue twoards the swamps.
But since we only got one leader with us..

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **maxicaxi** on **May 14, 2010, 11:36:08 am**

i will be the dictator of the new group controlled compromised only by meeeeeeeeeee

:D

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Mikko** on **May 14, 2010, 11:38:18 am**

First, the last two updates have been beyond awesomeness. Really.

Second, SWAMP.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **RandomNumberGenerator** on **May 14, 2010, 01:40:14 pm**

1 is preferred, 3 is secondary. While taming alligators may be fun, I have a feeling the swamps will result in lost trade goods(stuff getting sucked in to the marsh), which we can to prevent.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Karnewarrior** on **May 14, 2010, 01:54:38 pm**

Code: (Vote Now!) [Select]

Humans:1
Hills:0
Swamps:0

Everyone put in your vote, wether you already voted or not. I'm too lazy to count.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Haspen** on **May 14, 2010, 01:59:16 pm**

Nah, that only goes as spam. Just let's wait until someone active and willing to count shows up :P

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Diablous** on **May 14, 2010, 02:04:38 pm**

Code: (Vote Now!) [\[Select\]](#)

Humans:1
Hills:0
Swamps:1

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **NUKE9.13** on **May 14, 2010, 02:05:27 pm**

Code: (Vote Now!) [\[Select\]](#)

Humans:1
Hills:0
Swamps:2

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **smjjames** on **May 14, 2010, 02:10:06 pm**

Code: [\[Select\]](#)

#1: 1 2 3
#2: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16
#3: 1 2 3 4

I went and counted and number 2 overwhelmingly won.

For those that said this OR that, I went for the first choice.

I'll vote #2 myself, just to further bloat the numbers :)

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Karnewarrior** on **May 14, 2010, 02:20:19 pm**

Ah, you ass! :D

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Tabithda** on **May 14, 2010, 02:31:13 pm**

I vote we take route 2, it seems to be the best way to take in my humble opinion. Taking route 1 runs the risk of goods or elves being lost to the river, and taking route 3 has to much potential for violence to break out, and seeing how this caravan was sent out to help bring about world peace, we do not want to get into conflict with the humans.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Karnewarrior** on **May 14, 2010, 02:42:14 pm**

Quote from: NLegari on May 14, 2010, 02:31:13 pm

I vote we take route 2, it seems to be the best way to take in my humble opinion. Taking route 1 runs the risk of goods or elves being lost to the river, and taking route 3 has to much potential for violence to break out, and seeing how this caravan was sent out to help bring about world peace, we do not want to into conflict with the humans.

Wiggles ballot in face

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **LeoLeonardoIII** on **May 14, 2010, 04:01:54 pm**

1: Caulk the elephants and float them across!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ed boy** on **May 14, 2010, 04:11:22 pm**

years of playing the oregon trail have proven that the caulking the elephants is always the way forward.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **LeoLeonardoIII** on **May 14, 2010, 06:13:44 pm**

Plus, with an elephant, you really only need to caulk a couple places. They start out pretty watertight.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **IronyOwl** on **May 14, 2010, 06:28:27 pm**

Quote from: LeoLeonardoIII on May 14, 2010, 04:01:54 pm

1: Caulk the elephants and float them across!

...this.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **shome** on **May 14, 2010, 09:08:45 pm**

Quote from: LeoLeonardoIII on May 14, 2010, 06:13:44 pm

Plus, with an elephant, you really only need to caulk a couple places. They start out pretty watertight.

Sigged.
Also,
1. It's only a brook you pansies.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Mikko** on **May 15, 2010, 10:38:22 am**

BUT WHICH COLOR ARE THEY?!

THIS COLOR?

THAT COLOR?

THIIIIIIIIIIIIIS COLOR?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Samthere** on **May 15, 2010, 10:44:23 am**

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Mikko** on **May 15, 2010, 10:51:24 am**

Quote from: Samthere on May 15, 2010, 10:44:23 am

HOW DO YOU KNOOOOOOOOW

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Samthere** on **May 15, 2010, 10:52:21 am**

I happen to have lazors

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Mikko** on **May 15, 2010, 10:54:57 am**

Quote from: Samthere on May 15, 2010, 10:52:21 am

I happen to have lazors

But these are LAZORZ we're talkin' 'bout!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **maxicaxi** on **May 15, 2010, 11:32:08 am**

it is the color of lie I mean CAKE

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **maxicaxi** on **May 15, 2010, 11:33:32 am**

I am the chosen one option

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **abculatter_2** on **May 15, 2010, 02:22:09 pm**

Oh god what have I done.

Also, I do not see why everyone is fussing over maxicaxi's LAZORZ, they are quite clearly fake and merely your average everyday laser. I know this from the capacitors and having seen quite a few LAZORS in my day.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Samthere** on **May 15, 2010, 04:01:26 pm**

What about my lazors though? I worked very hard on making the capacitors look nice, and then put them in a big steel box that says:

CAUTION:
LAZORS

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Toady One** on **May 15, 2010, 05:23:22 pm**

I got a report on this thread. There is a lot of garbage in here, and not just the recent laser stuff. Please play the game properly or don't post. I can't allow the thread to completely degenerate because that has not ended well in the past.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Fault** on **May 15, 2010, 06:16:23 pm**

Oh good, does this mean people will stop posting THIISS for seven pages straight?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Acanthus117** on **May 15, 2010, 06:33:19 pm**

Okay, so let's stop with the 'THIIIS' crap before it gets this thread torpedoed.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Fault** on **May 15, 2010, 07:07:52 pm**

yeah, we don't want what happened to Vester's Doodle Project to happen to this thread.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Karnewarrior** on **May 15, 2010, 07:27:08 pm**

:o I hope darkerdark draws toady showing up!
even though I wish he hadn't had to. :-[

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Fault** on **May 15, 2010, 07:28:43 pm**

I know man, I mean, it's toady! Shit must've really hit the fan here.
I mean back on Vester's doodle project we only had threetoe show up to straighten out the thread.

Spoiler (click to show/hide)
am I derailing? should I stop talking about this? I don't want to hurt the thread.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Volatar** on **May 15, 2010, 10:28:11 pm**

Thank you all for stopping the derailment.

We all now wait patiently for the next update :)

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **DarkerDark** on **May 16, 2010, 07:37:09 am**

The sun slowly rises in the east. There has been little rest for the Elves of Amanereli, as they busily prepare themselves for the coming day. Each and every pack animal in the caravan is bound with rope reed cloth to ensure the goods stay secure and mud free. Pouches are filled with fresh water from the river, for the elves will need it where they're going.



There was much debate over the course of action the caravan should take. Many of the elves wanted to ford the river here, but many more feared the swift current, not wanting to try their untested swimming skills. The more headstrong elves thought to travel south, claiming the human lands to be safe for passage. But, many of the military trained elves, veterans of old wars with the Human kingdoms thought this to be a bad idea. And so the decision was made to follow the river north into the lowlands. Into the whispering Marshes.



The transition from the Plains of Torment to the Whispering Marshes is short. Almost all at once, the grasslands give way to broken streams, stagnant ponds and old swamp trees. The air is filled with the noises of nature as birds chirp, insects buzz and toads croak. It is a comforting atmosphere to those who are used to the sounds of the forest, though it does little to relieve the stench of rotting vegetation.

Hours pass by and the caravan moves deeper into the Marshlands, Amala leading them along the winding paths of dry ground between the bogs. The vegetation thickens. The elves keep themselves entertained by softly singing their traveling song, "This".

Then, as though someone just pulled a lever, the noises of the swamp suddenly cease. The Elves of Amanereli walk in silence, casting long and nervous glances about their surroundings.



Like a great ghostly sheet, a thick fog rolls in over the caravan. A strong musky odor lingers in the air, mingling with the natural smells of the swamp. The elves step lightly and begin to bunch up, not wishing to lose their companions in the fog. The mules begin to whine nervously. And it's not long before something else is heard. The sharp ears of the elves begin to pick up whispers, almost inaudible but growing louder. The whispers of many deep and guttural tongues are seemingly coming from every direction.

Amala frowns and whispers, her expression turning grim, "Prepare yourselves. We're surrounded."



What are your actions, Elves of Amanereli?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Acanthus117** on **May 16, 2010, 07:40:52 am**

Have all the skilled archers fire volleys at the sounds. Better safe than sorry! Also, have everyone else stick to the trade goods, ensuring that no thieves will grab the stuff.

Also, amazing art as usual, DarkerDark.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Demonic Spoon** on **May 16, 2010, 07:45:57 am**

Awesome update as usual, heh, love the little details, like the donkey carrying the dead elephant, huffing and puffing.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **NUKE9.13** on **May 16, 2010, 08:00:27 am**

KOBOLDS
They have no ranged weapons, and can hardly outmatch a grown elf in armed combat, so the only threat is being overrun by larger numbers. So, the elves in the rear move forwards and the elves in the front move backwards, and form a defensive circle, with trade-goods in the middle- don't want them getting stolen. Archers should swap for swords where possible, as shooting arrows into the mist is A)wasteful and B)just asking to hit each other by accident.

Also, we should do something about the elves on the dead elephant. Draw silly moustaches on them or something.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Samthere** on **May 16, 2010, 08:04:49 am**

Surround the caravan, fire blind/at the sounds, prepare for battle.
If things get really bad, there may be flammable swamp gases around for us to blow up the swamp. But what am I saying? We can't do such a thing.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Cheetar** on **May 16, 2010, 08:11:35 am**

Quote from: Nuke9.13 on May 16, 2010, 08:00:27 am
KOBOLDS
They have no ranged weapons, and can hardly outmatch a grown elf in armed combat, so the only threat is being overrun by larger numbers. So, the elves in the rear move forwards and the elves in the front move backwards, and form a defensive circle, with trade-goods in the middle- don't want them getting stolen. Archers should swap for swords where possible, as shooting arrows into the mist is A)wasteful and B)just asking to hit each other by accident.
Also, we should do something about the elves on the dead elephant. Draw silly moustaches on them or something.

I agree with this.

Title: Re: Elves of Amanereli - Paint adventure
Post by: Samthere on May 16, 2010, 08:14:14 am

Quote from: NUKÉ9.13 on May 16, 2010, 08:00:27 am
So, the elves in the rear move forwards and the elves in the front move backwards, and form a defensive circle, with trade-goods in the middle- don't want them getting stolen. Archers should swap for swords where possible, as shooting arrows into the mist is A)wasteful and B)just asking to hit each other by accident.

Mostly this, but we can safely fire a volley out into the mist before they close in. After all, if we're surrounding the caravan, they only have to shoot away from it to not hit any of our dudes.

Title: Re: Elves of Amanereli - Paint adventure
Post by: Demonic Spoon on May 16, 2010, 08:14:41 am

Well it could also be alligatormen or something but agreed on they probably don't have ranged weapons.

Title: Re: Elves of Amanereli - Paint adventure
Post by: Julien Brightside on May 16, 2010, 08:40:29 am

I say we should make a phalanx formation out of the spearelves we got availieable. Anything rushing towards us will meet a pointy death.

Feel slightly sorry for one of those mules.

Title: Re: Elves of Amanereli - Paint adventure
Post by: Haspen on May 16, 2010, 10:30:13 am

I would go with Nuke's plan.

Also: Kobolds do have bows. They always had them.

Title: Re: Elves of Amanereli - Paint adventure
Post by: Karnewarrior on May 16, 2010, 10:50:06 am

An ambush! Curse them!

Quote from: Cheeetar on May 16, 2010, 08:11:35 am
Quote from: NUKÉ9.13 on May 16, 2010, 08:00:27 am
KOBOLDS
They have no ranged weapons, and can hardly outmatch a grown elf in armed combat, so the only threat is being overrun by larger numbers. So, the elves in the rear move forwards and the elves in the front move backwards, and form a defensive circle, with trade-goods in the middle- don't want them getting stolen. Archers should swap for swords where possible, as shooting arrows into the mist is A)wasteful and B)just asking to hit each other by accident.

Also, we should do something about the elves on the dead elephant. Draw silly moustaches on them or something.

I agree with this.

yeah, this.

Title: Re: Elves of Amanereli - Paint adventure
Post by: cganya on May 16, 2010, 12:20:18 pm

i think we should form a defensive circle and have the spear elves form a spiky barrier. the bowelves should setup behind them and fire at anything they see move in the mist.

does anyone else think its undead and that the caravan is now boned? (bad pun i know, i'm sorry)

Title: Re: Elves of Amanereli - Paint adventure
Post by: ed boy on May 16, 2010, 12:22:46 pm

It's probably going to be that bloody elephant again.

Only this time, it's undead.

Title: Re: Elves of Amanereli - Paint adventure
Post by: Diablous on May 16, 2010, 12:27:50 pm

Quote from: ed boy on May 16, 2010, 12:22:46 pm
It's probably going to be that bloody elephant again.

Only this time, it's undead.

But we have it's corpse.

Title: Re: Elves of Amanereli - Paint adventure
Post by: Sensei on May 16, 2010, 12:28:49 pm

Issue, a challenge, "Are you friend or foe?"

Also, if appropriate, appease/distract them with the elephant corpse and abscond.

Title: Re: Elves of Amanereli - Paint adventure
Post by: SHAD0Wdump on May 16, 2010, 01:21:33 pm

Quote from: cganya on May 16, 2010, 12:20:18 pm
i think we should form a defensive circle and have the spear elves form a spiky barrier. the bowelves should setup behind them and fire at anything they see move in the mist.
Form up like this. Then...
Quote from: Sensei on May 16, 2010, 12:28:49 pm
Issue, a challenge, "Are you friend or foe?"

Also, if appropriate, appease/distract them with the elephant corpse and abscond.

Speak out this.

Title: Re: Elves of Amanereli - Paint adventure
Post by: Askot Bokbondeler on May 16, 2010, 01:44:59 pm

Quote from: ed boy on May 16, 2010, 12:22:46 pm

It's probably going to be that bloody elephant again.

Only this time, it's undead.

this, yes?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ultimuh** on **May 16, 2010, 01:53:38 pm**

Quote from: ed boy on May 16, 2010, 12:22:46 pm

It's probably going to be that bloody elephant again.

Only this time, it's undead.

Oh carp! no! Or wait.. this could be an interesting turn of events..

As for people keep saying "this" is getting old fast.

But I have no idea for the moment what we the elves should do right now.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Diablous** on **May 16, 2010, 01:55:09 pm**

It's not the elephant. Check the update. The dead elephant is clearly being carried by a donkey.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **NUKE9.13** on **May 16, 2010, 02:03:02 pm**

You can see the outlines of the attackers in the last panel; it is not an elephant, it is a bunch of small humanoids with odd heads, probably kobolds.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **kdthehun** on **May 16, 2010, 02:28:19 pm**

Form a single line and staying just an arm's lenght from the Elf in front and keep going silently the direction we started out to, with 3 swords elves on the lead to cut down silently any hostiles we may happen upon. And just keep going.

E-E-E-E-M-E-M-E-M-E-E-E-E-E-M-M-M-E-E-SSS

E = Elf
M = Mule
S = Swords Elf

Hopefully if we can't see them they can't see us either.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Mikko** on **May 16, 2010, 02:39:16 pm**

Let's do diplomacy. Kobolds have a bad self-confidence: make sure that they think you're a far more greater race, have the upper hand etc. etc. Then enslave them.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Bandages** on **May 16, 2010, 02:51:45 pm**

They look WAY more like amphibian men to me than kobolds... The posture, the raised eyes, everything screams "FROGGIE"

but yeah..

Just kill em all, regardless.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **dragnar** on **May 16, 2010, 03:17:41 pm**

Quote from: Bandages on May 16, 2010, 02:51:45 pm

They look WAY more like amphibian men to me than kobolds... The posture, the raised eyes, everything screams "FROGGIE"

They are the emissaries of The Toady One, come to slay all those who yell This with more than one i!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Haspen** on **May 16, 2010, 03:34:31 pm**

Huh.

On the first time, I read kdthehun's formation line as 'ENEMIES'.

Straaange. I think I need more sleep...

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ultimuh** on **May 16, 2010, 05:25:25 pm**

Hmm.. they could also be ratmen.. I mean, look at those.. ears?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **SHADOWdump** on **May 16, 2010, 05:27:53 pm**

I think they are lizardmen.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Karnewarrior** on **May 16, 2010, 05:31:36 pm**

Totally kobolds.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Bandages** on **May 16, 2010, 05:37:34 pm**

Amphibian men:

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Samthere** on **May 16, 2010, 05:53:24 pm**

Oh gods, is that? I think it is...

Spoiler: Oh dear (click to show/hide)



Anyway, I'm all for spears and bows at the ready, with bows firing indiscriminately until we actually get into melee (at which point the bowmen can grab swords or spears). At all costs, protect the caravan!

We should consider training one of the elephants for war during our downtime (if we live to get some).

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Karnewarrior** on **May 16, 2010, 05:55:13 pm**

➤Shout, "~~Itsa me, Mario!~~"

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Sensei** on **May 16, 2010, 07:16:13 pm**

In spite of crossing it out, you've probably just killed an elf.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Karnewarrior** on **May 16, 2010, 07:18:29 pm**

sad voice yeah, probably...

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Julien Brightside** on **May 16, 2010, 07:38:20 pm**

It wouldn` t be the stupidest way to die so far.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Neyvn** on **May 16, 2010, 08:59:26 pm**

There should have been a Giant Toad appearing as they enter the swamp telling them to stop their singing...

Combat against an unknown force is difficult. Do you group up and by chance get swarmed, or do you spread out to a point where you can see one another without fear of hitting allies. Neither being the better choice.

ATM, due to it being fog, Melee is the best course of action. As a Range weapon needs time to work out the aim needed and when you can't see something till the last moment bows and arrows would be shit. 2/3rds of the Bowelves Swap out bows for Swords/Spears Group together at a reasonable distance, move the caravan towards the center. Use the spearelves to cover the rear by forming a phallax, while the unarmed elves who are between the rear guard and the caravan collect random stuff on the ground to pelt at anything that attacks from their direction... Those with Swords are the front guard. Spread out at arms distance so that they have enough space to swing while 1/3 of the Bowelves stay equipped with bow and use the space given to set up quick volleys when available. Not wildly firing. If anything if the Swordelves are face with a large swarm from on direction, they should crouch, the bows fire, then the swords counter the remaining that was not hit by arrows...

All this if the 'voices' are hostile and killable... ^_^

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Faden** on **May 16, 2010, 09:02:45 pm**

Quote from: Neyvn on May 16, 2010, 08:59:26 pm

ATM, due to it being fog, Melee is the best course of action. As a Range weapon needs time to work out the aim needed and when you can't see something till the last moment bows and arrows would be shit. 2/3rds of the Bowelves Swap out bows for Swords/Spears Group together at a reasonable distance, move the caravan towards the center. Use the spearelves to cover the rear by forming a phallax, while the unarmed elves who are between the rear guard and the caravan collect random stuff on the ground to pelt at anything that attacks from their direction... Those with Swords are the front guard. Spread out at arms distance so that they have enough space to swing while 1/3 of the Bowelves stay equipped with bow and use the space given to set up quick volleys when available. Not wildly firing. If anything if the Swordelves are face with a large swarm from on direction, they should crouch, the bows fire, then the swords counter the remaining that was not hit by arrows...

All this if the 'voices' are hostile and killable... ^_^

Thiiiiiiiis~

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ultimuh** on **May 16, 2010, 09:13:29 pm**

Quote from: Faden on May 16, 2010, 09:02:45 pm

Quote from: Neyvn on May 16, 2010, 08:59:26 pm

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All this if the 'voices' are hostile and killable... ^_^

Thiiiiiiiiis

it's getting annoting, please stop.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Neyvn** on **May 16, 2010, 09:15:50 pm**

How about using Agreed

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **SHAD0Wdump** on **May 16, 2010, 09:25:47 pm**

I don't see why you peeps are so adverse to that, yeah it was potentially annoying when a person would stretch it out dozens of characters long, but this it much less so. And it's not like he's insulting you.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **IronyOwl** on **May 16, 2010, 10:15:26 pm**

I agree with forming up, but I think we should wait to attack until attacked. Firing blindly isn't too likely to hit anything anyway, and if we don't have to fight the kobolds/alligatormen/amphibianmen/luigis we might not want to. Animalmen in particular are likely to be more susceptible to diplomacy than pointy things.

And I mean, even if we DO decide to kill them all it's not like we can't initiate diplomacy and then change our minds. Or extort them out of slaves, or whatever.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Criptfeind** on **May 16, 2010, 10:43:57 pm**

Quote from: SHAD0Wdump on May 16, 2010, 09:25:47 pm

I don't see why you peeps are so adverse to that, yeah it was potentially annoying when a person would stretch it out dozens of characters long, but this it much less so. And it's not like he's insulting you.

I agree that four or five i's are not that bad but it inevitability turns into a quot pyramid of one-ups-man-ship ending after a this with forty two I's in 36 fount and ether the GM or toady coming in and stopping it.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Flaede** on **May 16, 2010, 11:37:14 pm**

What if it's buzzards, come to steal our berries?

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **maxicaxi** on **May 16, 2010, 11:37:55 pm**

Quote from: Flaede on May 16, 2010, 11:37:14 pm

What if it's buzzards, come to steal our berries?

oh no not the buzzards were doooooomed

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Raviaric** on **May 17, 2010, 12:09:50 am**

Quote from: Neyvn on May 16, 2010, 09:15:50 pm

How about using Agreed

Agreeeeeeeeed.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Askot Bokbondeler** on **May 17, 2010, 12:11:42 am**

Quote from: Raviaric on May 17, 2010, 12:09:50 am

Quote from: Raviaric on May 17, 2010, 12:09:50 am

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Quote from: Raviaric on May 17, 2010, 12:09:50 am

Quote from: Neyvn on May 16, 2010, 09:15:50 pm

How about using Agreed

Agreeeeeeeeed.

Agreeeeeeeeed.

Agreeeeeeeeed.

Agreeeeeeeeed.

Agreeeeeeeeed.

Agreeeeeeeeed.

it's still anoyiiiiiiiiiiing

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Solifuge** on **May 17, 2010, 01:01:44 am**

Quote from: IronyOwl on May 16, 2010, 10:15:26 pm

I agree with forming up, but I think we should wait to attack until attacked. Firing blindly isn't too likely to hit anything anyway, and if we don't have to fight the kobolds/alligatormen/amphibianmen/luigis we might not want to. Animalmen in particular are likely to be more susceptible to diplomacy than pointy things.

And I mean, even if we DO decide to kill them all it's not like we can't initiate diplomacy and then change our minds. Or extort them out of slaves, or whatever.

Heartily concurred. Note the lack of extra vowels. As we form a defensive perimeter, be sure to station a few sharp-sighted warriors right next to each Mule, to PROTECT THE HORDE FROM SKULKING FILTH.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **kdthehun** on **May 17, 2010, 01:42:10 am**

It just occured to me... we might be all doomed here, they are ghosts and we all gonna get possesed! @_@

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Flaede** on **May 17, 2010, 01:48:20 am**

Quote from: kdthehun on May 17, 2010, 01:42:10 am
It just occured to me... we might be all doomed here, they are ghosts and we all gonna get possesed! @_@

zombie gator men.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Japa** on **May 17, 2010, 02:18:58 am**

they might just be wolfbears.

were doomed, basically.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Dorten** on **May 17, 2010, 07:03:26 am**

Quote from: Volatar on May 15, 2010, 10:28:11 pm
We all now wait patiently for the next update :)

This.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **NUKE9.13** on **May 17, 2010, 07:41:40 am**

Quote from: Japa on May 17, 2010, 02:18:58 am
they might just be wolfbears.

were doomed, basically.

Wolfbears look different. Also we would already be dead; wolfbears have no mercy. Fact.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Neyvn** on **May 17, 2010, 07:47:39 am**

Quote from: Dorten on May 17, 2010, 07:03:26 am
Quote from: Volatar on May 15, 2010, 10:28:11 pm
We all now wait patiently for the next update :)

This.

Thiiiiiiiiiiiiiiiiis. Sorry couldn't resist, and its my first this ever so let me just get it out of the system, //breathes deep and breaths out heavily...// Ahhh, there we go, moving on...

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **darkfragrance** on **May 17, 2010, 07:48:46 am**

EDIT: Redacted in case this causes death without our being able to stop it.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **cganya** on **May 17, 2010, 08:41:21 am**

i keep reading people talking about our swords? when did we bring any swords?

also it is hard to see through fog, not impossible. amala has told us we are surrounded, we shoul be firing our bows at anything we see moving that isnt an elf (once we get into a circle)

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Kelbin** on **May 17, 2010, 01:43:33 pm**

We have untrained swordselves

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **LeoLeonardoIII** on **May 17, 2010, 02:45:13 pm**

Quote from: cganya on May 16, 2010, 12:20:18 pm
i think we should form a defensive circle and have the spear elves form a spiky barrier. the bowelves should setup behind them and fire at anything they see move in the mist.
does anyone else think its undead and that the caravan is now boned? (bad pun i know, i'm sorry)

I think the thing he said is a good thing to do, so I vote for it also.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Volatar** on **May 17, 2010, 03:15:58 pm**

ALL OF YOU, STOP THE THIIIIIIIS SPAM NOW.

Need I remind you that Toady One himself came in and told you idiots to stop.

Quote from: Toady One on May 15, 2010, 05:23:22 pm
I got a report on this thread. There is a lot of garbage in here, and not just the recent laser stuff. Please play the game properly or don't post. I can't allow the thread to completely degenerate because that has not ended well in the past.

Changing the word you spam does not change the fact that you are spamming. Cease and Desist.

Also, on Topic: Melee circle with arcers in the middle is the idea we should follow. Firing blindly into the mist will not work, and will not hit a thing, just waste arrows.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Askot Bokbondeler** on **May 17, 2010, 03:35:44 pm**

it is not spanmming to show support for an idea that you support. that was not the issue

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Samthere** on **May 17, 2010, 03:36:26 pm**

Quote from: Volatar on May 17, 2010, 03:15:58 pm
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Changing the word you spam does not change the fact that you are spamming. Cease and Desist.
"Thiiiiiiiiis" is not spam, it's just needlessly adding some letters. It's still an important post, expressing agreement with the opinion of the quotee.

Quote from: DarkerDark on April 26, 2010, 01:47:39 am
If you like another poster's idea, quote his post and say "this".
People who say "thiiiiiiiiis" are still within the bounds of contributing to the thread.

If DarkerDark expresses a wish for this to stop, I'm sure everyone would respect that and stop, but DarkerDark's even included "thiiiiis" as an Elven travelling song in the official posts.

It's my belief, and of at least some others, that Toady came because of continuous massive thread derailment, not because of "thiiiiis".

Furthermore, I feel that arguing about it is way more off-topic than actually doing it, so I shan't mention it again.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Solifuge** on **May 17, 2010, 04:26:45 pm**

Spoiler: V V (click to show/hide)
If only I could find a Javascript tool that would take any instance of "thiiiiis" on a webpage, and replace it with "I agree." or perhaps "I seek friendship and acceptance by perpetuating semi-annoying memes."

P.S. yes, the hypocrisy is intentional.

Hey look everyone, It's Kobolds maybe! And the rails!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Kelbin** on **May 17, 2010, 04:36:20 pm**

I'm just going to guess the impossible and say it's a secret civilization of swamp elves wearing toad masks.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **abculatter_2** on **May 17, 2010, 04:42:59 pm**

I vote Phalanx formation with bowelves behind. Don't know what to do with the swordelves, I guess either give them spears if we have extra or place them just behind the tips of the phalanx spears. Have Amala or someone else call out to the creatures in both the elven and animal tongues what they're here for. If they're attacked, don't forget which way the pointy end goes.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Raviaric** on **May 18, 2010, 03:41:52 am**

>Amala: Flip the frick out.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Bardum Idith** on **May 18, 2010, 06:24:25 am**

Quote from: IronyOwl on May 16, 2010, 10:15:26 pm
I agree with forming up, but I think we should wait to attack until attacked. Firing blindly isn't too likely to hit anything anyway, and if we don't have to fight the kobolds/alligatormen/amphibianmen/luigis we might not want to. Animalmen in particular are likely to be more susceptible to diplomacy than pointy things.

And I mean, even if we DO decide to kill them all it's not like we can't initiate diplomacy and then change our minds. Or extort them out of slaves, or whatever.

This.
We should talk first, we are treehuggers! If they are animal people and not kobolds, they are likely to be in peace and harmony with us. Theoretically.
We can still slaughter them after making friends. Maybe they use immorally obtained wood...

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Flaede** on **May 18, 2010, 06:26:37 am**

Quote from: Bardum Idith on May 18, 2010, 06:24:25 am
Quote from: IronyOwl on May 16, 2010, 10:15:26 pm
I agree with forming up, but I think we should wait to attack until attacked. Firing blindly isn't too likely to hit anything anyway, and if we don't have to fight the kobolds/alligatormen/amphibianmen/luigis we might not want to. Animalmen in particular are likely to be more susceptible to diplomacy than pointy things.

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This.
We should talk first, we are treehuggers! If they are animal people and not kobolds, they are likely to be in peace and harmony with us. Theoretically.
We can still slaughter them after making friends. Maybe they use immorally obtained wood...

yeah. I'm gonna go with not killing indiscriminately. After all, if they are some yucky thing like slugmen, then the obligatory "eat the dead" bit is gonna be a real problem. Might even kill MORE on our side, if slugmen are poisonous.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Lordinquisitor** on **May 18, 2010, 08:13:54 am**

Wait. Try to negotiate.

Don`'t shoot until they come in view and only if they are hostile.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **LeoLeonardoIII** on **May 18, 2010, 01:37:36 pm**

Quote from: Lordinquisitor on May 18, 2010, 08:13:54 am

Wait. Try to negotiate.

Don`'t shoot until they come in view and only if they are hostile.

But are you willing to prepare for the possibility that they are hostile, by forming the spear phalanx with bowelves and the goodies in the center?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ultimuh** on **May 18, 2010, 01:40:12 pm**

I say bowelves should shoot in any direction non-elven sounds are coming from (but not the caged elephants or pack-animals). Also they should be ready to use melee weapons if enemies get close (if possible).

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Samthere** on **May 18, 2010, 02:03:15 pm**

I think we can fairly safely assume that any creatures that summon a fog to surround our caravan are hostile.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **LeoLeonardoIII** on **May 18, 2010, 02:04:32 pm**

Maybe they just took advantage of existing foggy conditions.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Samthere** on **May 18, 2010, 02:05:07 pm**

To surround a merchant caravan. How super friendly of them to wait for fog.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **LeoLeonardoIII** on **May 18, 2010, 02:20:50 pm**

Maybe they are shy. Or profoundly hideous.

... or profoundly *delicious*!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Karnewarrior** on **May 18, 2010, 02:58:15 pm**

Quote from: LeoLeonardoIII on May 18, 2010, 02:20:50 pm

Maybe they are shy. Or profoundly hideous.

... or profoundly *delicious*!

Or both!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **dragnar** on **May 18, 2010, 03:01:17 pm**

Quote from: LeoLeonardoIII on May 18, 2010, 02:20:50 pm

... or profoundly *delicious*!

Now if only we had brought those legendary biters...

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **IronyOwl** on **May 18, 2010, 06:06:50 pm**

We are sort of a large, well-armed caravan including an enormous elephant corpse with several other corpses stuck to it. They might have been a bit intimidated.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Julien Brightside** on **May 18, 2010, 06:37:53 pm**

Quote from: IronyOwl on May 18, 2010, 06:06:50 pm

We are sort of a large, well-armed caravan including an enormous elephant corpse with several other corpses stuck to it. They might have been a bit intimidated.

Who wouldn`'t be?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Askot Bokbondeler** on **May 18, 2010, 06:44:50 pm**

well armed? we got wooden swords

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Karnewarrior** on **May 18, 2010, 06:54:22 pm**

Quote from: Askot Bokbondeler on May 18, 2010, 06:44:50 pm

well armed? we got wooden swords

Legolas McQ: *For you, we have the latest in elven weaponry.*
-The Elm Bow: This marvel of technology can launch a missile, henceforth called an arrow, up to 200 feet!
-The Arrow: A long shaft and a cool stone head. Don't get any ideas, McBond.
-The Sword: This is a sharp stick. We found it outside.

::) SCIENCE!!!?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ultimuh** on **May 18, 2010, 07:36:27 pm**

Quote from: Karnewarrior on May 18, 2010, 06:54:22 pm

Quote from: Askot Bokbondeler on May 18, 2010, 06:44:50 pm

well armed? we got wooden swords

Legolas McQ: *For you, we have the latest in elven weaponry.*
-The Elm Bow: This marvel of technology can launch a missile, henceforth called an arrow, up to 200 feet!
-The Arrow: A long shaft and a cool stone head. Don't get any ideas, McBond.
-The Sword: This is a sharp stick. We found it outside.

::) SCIENCE!!!?

A few thousand years ago, it sure was science.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **darkfragrance** on **May 18, 2010, 09:21:50 pm**

I believe in cautious negotiation from a phalanx. Since we only have 9 skilled bowmen remaining, we need to protect them.

We need to try to skill someone up in non-axe crazy diplomacy,

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Taco Dan** on **May 18, 2010, 11:09:36 pm**

Quote from: darkfragrance on May 18, 2010, 09:21:50 pm

I believe in cautious negotiation from a phalanx. Since we only have 9 skilled bowmen remaining, we need to protect them.

We need to try to skill someone up in non-~~sword/spear/kill/fire/torture/make dead~~/axe crazy diplomacy,

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Askot Bokbondeler** on **May 19, 2010, 07:51:09 am**

Quote from: Taco Dan on May 18, 2010, 11:09:36 pm

Quote from: darkfragrance on May 18, 2010, 09:21:50 pm

I believe in cautious negotiation from a phalanx. Since we only have 9 skilled bowmen remaining, we need to protect them.

We need to try to skill someone up in non-~~sword/spear/kill/fire/torture/make dead~~/axe stick crazy diplomacy,

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Volatar** on **May 19, 2010, 08:32:15 am**

DO NOT start the quote chains again or you will suffer my wrath >:(

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Neyvn** on **May 19, 2010, 08:43:36 am**

Quote from: Volatar on May 19, 2010, 08:32:15 am

DO NOT start the quote chains again or you will suffer my wrath >:(

Yes yes, listen to the child. (I joke)... Gah can we already agree that we have a system, both Nuke and myself have the two most thought out ones. Go back a few pages and find them... Actually here...

Nuke's

Quote

KOBOLDS
They have no ranged weapons, and can hardly outmatch a grown elf in armed combat, so the only threat is being overrun by larger numbers. So, the elves in the rear move forwards and the elves in the front move backwards, and form a defensive circle, with trade-goods in the middle- don't want them getting stolen. Archers should swap for swords where possible, as shooting arrows into the mist is A)wasteful and B)just asking to hit each other by accident.

Also, we should do something about the elves on the dead elephant. Draw silly moustaches on them or something.

My own...

Quote

ATM, due to it being fog, Melee is the best course of action. As a Range weapon needs time to work out the aim needed and when you can't see something till the last moment bows and arrows would be shit. 2/3rds of the Bowelves Swap out bows for Swords/Spears Group together at a reasonable distance, move the caravan towards the center. Use the spearelves to cover the rear by forming a phallax, while the unarmed elves who are between the rear guard and the caravan collect random stuff on the ground to pelt at anything that attacks from their direction... Those with Swords are the front guard. Spread out at arms distance so that they have enough space to swing while 1/3 of the Bowelves stay equipped with bow and use the space given to set up quick volleys when available. Not wildly firing. If anything if the Swordelves are face with a large swarm from on direction, they should crouch, the bows fire, then the swords counter the remaining that was not hit by arrows...

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Volatar** on **May 19, 2010, 09:00:24 am**

For the record, my vote goes to Nuke's plan (no offense Neyvn, but I don't think throwing rocks will do anything more than aggravate whatever is out there.)

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Acanthus117** on **May 19, 2010, 09:01:50 am**

I'm with Nukey on this one.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Samthere** on **May 19, 2010, 11:32:23 am**

Mostly Nuke, but I still feel that wasting arrows isn't a big deal for us and blind-firing before we get into melee can *only* do us good, even if not much.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Volatar** on **May 19, 2010, 11:37:15 am**

What if the things aren't actually hostile, but if we start shooting they will become hostile?

Think: Its a forum game. He is liable to try and pull tricks like that on us.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Bandages** on **May 19, 2010, 11:39:31 am**

Quote from: Volatar on May 19, 2010, 11:37:15 am

What if the things aren't actually hostile, but if we start shooting they will become hostile?

Think: Its a forum game. He is liable to try and pull tricks like that on us.

No meta-gaming, brah

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Samthere** on **May 19, 2010, 11:39:56 am**

Sure, but everything about the situation leads to me assuming they're hostile. If they shout out "WE'RE NOT HOSTILE!" then we can hold our fire. Hell, we could even ask, "ARE YOU HOSTILE?"

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **LeoLeonardoIII** on **May 19, 2010, 04:07:42 pm**

I haven't changed my vote. I'm still for the hedgehog and wait plan, which is what Nuke suggested later.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Karnewarrior** on **May 19, 2010, 04:48:06 pm**

So Darkerdark, When's the next update?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Tabithda** on **May 19, 2010, 05:14:06 pm**

I think that it would be a good idea to ascertain if these unknown creatures are our enemies or not before any military action is taken. Perhaps by saying "Are you friend or foe?" or something to that effect to the unknown creatures.

In the event that they are hostile, which is very likely, I think our best bet would be to use the plan that Neyvn made.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Karnewarrior** on **May 19, 2010, 05:19:23 pm**

BE YOU FRIEND OR FOE?
BRING YOU PEACE, OR FOOD? :P

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **dragnar** on **May 19, 2010, 05:21:02 pm**

Quote from: Karnewarrior on May 19, 2010, 05:19:23 pm

BE YOU FRIEND OR FOE?
BRING YOU FOOD, OR BE YOU FOOD? :P

We are elves after all.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **LeoLeonardoIII** on **May 19, 2010, 06:05:15 pm**

Bring ye food or be ye food,
Either way we eating good.
Antler of deer and nest of bird,
Come out come out ye foggy turd.

(That was horrible oh why do I do these things)

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Sensei** on **May 19, 2010, 06:05:33 pm**

Quote from: dragnar on May 19, 2010, 05:21:02 pm

Quote from: Karnewarrior on May 19, 2010, 05:19:23 pm

BE YOU FRIEND OR FOE?
BRING YOU FOOD, OR BE YOU FOOD? :P

We are elves after all.

Why don't we just march into the human towns, singing "Fee fie foe fum..."

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Neyvn** on **May 19, 2010, 06:13:21 pm**

Quote from: Volatar on May 19, 2010, 09:00:24 am

For the record, my vote goes to Nuke's plan (no offense Neyvn, but I don't think throwing rocks will do anything more than aggravate whatever is out there.)

Hey none taken, but the throwing of rocks is like to equip the untrained Elves with something if the shit hits the fan...

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Sensei** on **May 19, 2010, 06:33:10 pm**

For all we know they could be master throwers. Or the critters could be and we'd be giving them ammo.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **LeoLeonardoIII** on **May 19, 2010, 06:34:46 pm**

Quote from: Sensei on May 19, 2010, 06:33:10 pm
For all we know they could be master throwers. Or the critters could be and we'd be giving them ammo.

I think if the toadmen have awesome throwing skills, they would have some rocks already.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Karnewarrior** on **May 19, 2010, 08:20:23 pm**

Quote from: LeoLeonardoIII on May 19, 2010, 06:34:46 pm
Quote from: Sensei on May 19, 2010, 06:33:10 pm
For all we know they could be master throwers. Or the critters could be and we'd be giving them ammo.

I think if the toadmen have awesome throwing skills, they would have some rocks already.
If they have awesome throwing skills, we're dead already.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Kelbin** on **May 19, 2010, 11:41:14 pm**

Quote from: dragnar on May 19, 2010, 05:21:02 pm
We are elves after all.

I'm not a elf, I'm a goblin in a elf leather disguise with contact lenses which make my eyes look a bit more normal, I'm also wearing a moss covered yak hair wig.

And I have mind control... And thus the ability to make everyone who looks at me drunk and or delusional...

Hey, you want some free onions?

Spoiler: BTW (click to show/hide)
Can anyone here take a joke?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **LeoLeonardoIII** on **May 20, 2010, 10:47:04 am**

Spoiler: BTW (click to show/hide)
Some can!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **kdthehun** on **May 21, 2010, 08:29:08 am**

This is no mist! It's Herb smoke! I think we found some migrating Dwarves, puffing and mumbling happy tunes... only we failed to realize sooner due to being all jumpy!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **maxicaxi** on **May 21, 2010, 08:31:34 am**

Quote from: kdthehun on May 21, 2010, 08:29:08 am
This is no mist! It's Herb smoke! I think we found some migrating Dwarves, puffing and mumbling happy tunes... only we failed to realize sooner due to being all jumpy!

YEAH THIIIIIS IS WAHTS HAPPENING

AND ALSO WHY IS NOTHING HAPPENING

PS CAPS FTW

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **LeoLeonardoIII** on **May 21, 2010, 11:24:59 am**

I'll just leave this here. (http://www.albion.com/netiquette/)

Is someone going to tally the votes?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **IronyOwl** on **May 22, 2010, 06:30:10 am**

It seemed like we were pretty in agreement on forming up, so between firing into the mist and trying to negotiate first, I count 5 for mindless aggression, 17 for wussy diplomacy, and 6 that I wasn't sure of.

It seems we'll be using the elven strategy hereby known as The Friendly Hedgehog.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Neyvn** on **May 22, 2010, 06:46:56 am**

Quote from: IronyOwl on May 22, 2010, 06:30:10 am
It seemed like we were pretty in agreement on forming up, so between firing into the mist and trying to negotiate first, I count 5 for mindless aggression, 17 for wussy diplomacy, and 6 that I wasn't sure of.

It seems we'll be using the elven strategy hereby known as The Friendly Hedgehog.
I'm sorry, but thats an epic name for the tactic...

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Acanthus117** on **May 22, 2010, 06:48:17 am**

Not if it gets our goods lost.

We should've went for killing and roasting 'em.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Caesar** on **May 22, 2010, 06:54:21 am**

Quote from: Acanthus117 on May 22, 2010, 06:48:17 am
We should've went for killing and **eatin'** 'em raw.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Samthere** on **May 22, 2010, 08:18:50 am**

Hell, if it's called the Friendly Hedgehog, count me in :D

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **DarkerDark** on **May 23, 2010, 07:27:12 am**

The caravan, strung out along the trail through the marsh quickly begins to form up. The Elves of Amanereli try their best to form a quick defensive ring around their pack animals. The beasts of burden naturally bunch up, allowing the Elves to stand shoulder to shoulder in a complete circle around their precious goods.

Amala looks out into the fog and immediately calls out, "Who disturbs the Elves of Amanereli? Be you friend or foe?"



There is a murmur in the fog as several low voices discuss the challenge. Several tense moments pass before a creature steps out of the concealment, showing itself to Amala and the elves at the head of the caravan. It's features resemble that of a man with the head of a frog. It has thick leathery skin, covered in a thin coat of slime. It stands just under the height of an elf, but it walks bowlegged and with a hunch. It wields a sharpened wooden spear, though Amala doubts that the wood in these lands could match up to the durable wood of Amanereli's Tranquil Forest.



It eyes Amala with scrutiny and croaks before speaking in a very basic dialect of which only Elves can understand, "Want no Amanereli here! You make much noise! Angers god of the marsh! Angry god demand tribute, or crush Amanereli for disturbing rest!"

One of the younger elves leans forward towards Amala, "It sounds angry, do you think they mean to bring us harm?"

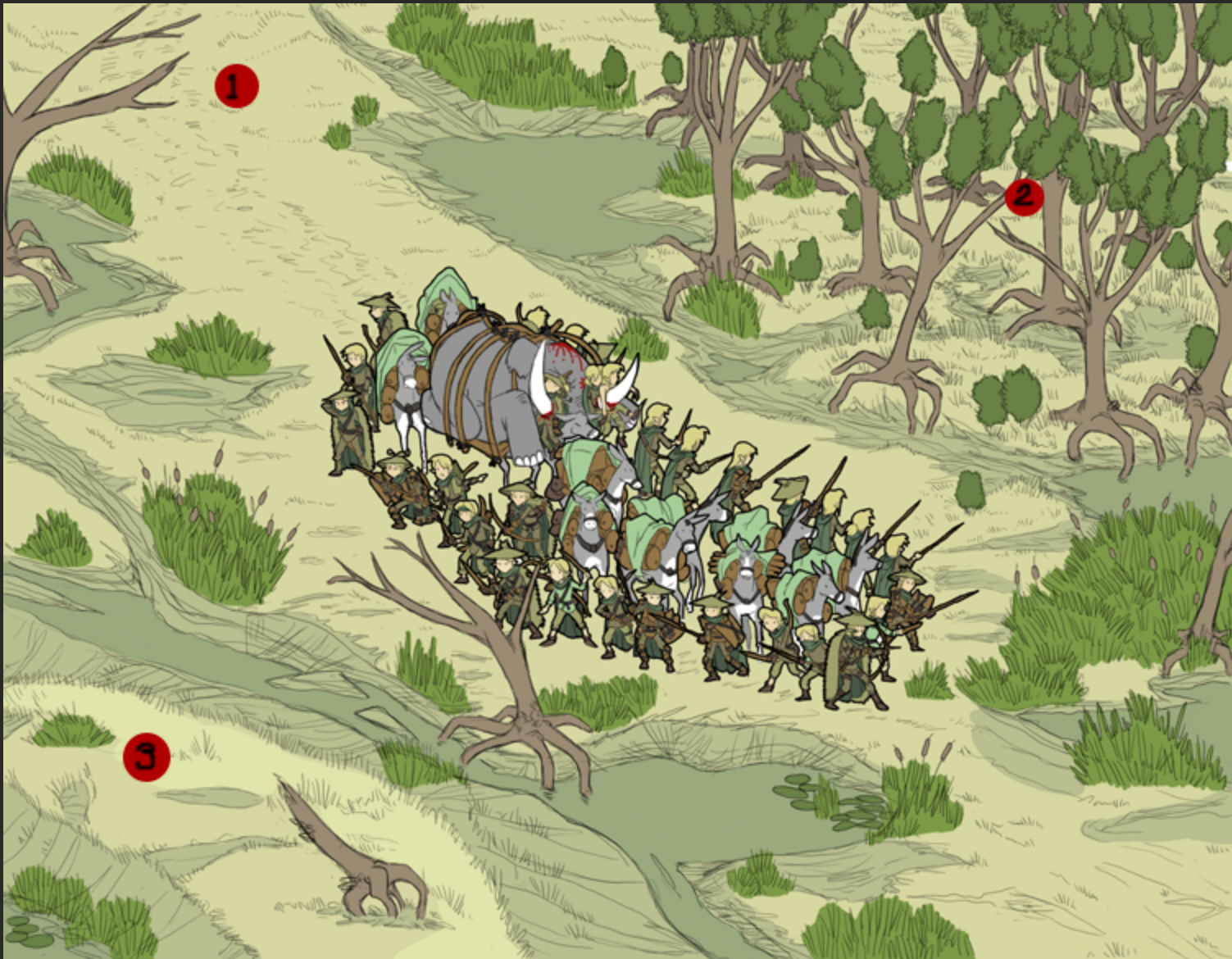
Amala lets out a slight breath, keeping her eyes trained on the frogman, "It is an amphibian man of the winding river," she says this with a hint of sadness before continuing softly, "They were once a great tribe who inhabited much of the lands to the south. They were once great friends of Amanereli, of which our people stood united in the defense of nature. Until, war broke out between Amanereli and the human kingdoms of old."

She frowned ever so slightly and continued, "It is a sad tale to say the least... The war was long and bloody, it saw the death of many of our amphibian friends. The humans ultimately took their lands and drove the great amphibian tribe from their river. It was not one of Amanereli's finer moments, long before we had a ruling Queen. The great tribe of amphibian men soon broke their ties with the elves, turning their back to the defenders of nature. Now, they only harbor hatred and resentment for the other races."



Amala's expression suddenly flashed with anger, her words straining in forced whispers, lest the amphibian man hear, "They are quick to turn to violence. They are not to be trusted."

Though the fog conceals the surrounding terrain and the frogmen that lurk within it, Amala has a fairly good idea of the immediate area. Her Ranger ways have done well to bring the layout of the land into her mind's eye.



Note: The entire caravan isn't exactly shown, but you get a general idea of how it's laid out so far. It is also not in scale, assume the distance to the terrain features are greater than it appears.

There are several terrain features that stand out in the Ranger's mind. Currently, the caravan stands in soft ground, flanked by marsh vegetation and bogs.

1. There is a large clearing behind the caravan. Though the Elves of Amanereli would be backtracking a bit, a clear and level field of dry earth would give the spear elves an advantage should the frogmen be looking for a fight.
2. There is dense foliage to the left of the caravan, most likely concealing a large number of the frogmen. The Elves of Amanereli are all used to fighting in such terrain, probably more so than the frogmen.
3. There was a small hill some ways to the right of the caravan. Though it would mean crossing muddy ground, securing the high ground is always an advantage in a fight.

This is all assuming the frogmen are willing to fight. One of their elders asked for tribute, so perhaps a generous donation of caravan goods would prevent an outbreak of hostilities? The amphibian men are irritable and full of resentment, too little tribute and they may be insulted. On the other hand, the elves are all ready for a close quarters fight, the majority of bowelves having swapped their bows for swords. So what will it be, Elves of Amanereli? Fight or Grovel?

Note: If any of you were wondering where the updates have been, remember that I said I'd mainly be doing this on weekends. Any weekday post can be considered a bonus. ;D

Also, the frogmen are awesome!

Yum yum... A kermit sandwich sounds good.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Labs** on **May 23, 2010, 07:38:52 am**

Give em the dead elephant. They will enjoy it's meaty goodness.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **maxicaxi** on **May 23, 2010, 07:41:53 am**

Quote from: Acanthus117 on May 23, 2010, 07:33:50 am

KILL AND ROAST EM!

I vote for 1. Also, keep some bowelves ready to shoot as we backtrack!

Also, the frogmen are awesome!

Yum yum... A kermit sandwich sounds good.

thiiiiiiiiiiiiiiiiis

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Haspen** on **May 23, 2010, 08:39:54 am**

Do they like elephant meat?

We can giver them the 'Meat of Great Beast of Murder and Tusks' as a tribute. Anyway, before we will reach dwarves, the meat on it will be spoiled anyway.

If they don't like meat, I'm for 1st option. Or 2nd, if there's someone who can talk me into wandering into forest surely full of frogmen.

Also, did I mention that the art is still freaking awesome? And the elves on the last panel look like they're MAGNETS on a MAGNET BOARD.

Severely awesome.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Cheetar** on **May 23, 2010, 09:01:55 am**

I vote for fight, and 2nd. We're more experienced in fighting in that terrain than them, so once we clear them out with a surprise rush the elves in the foliage would be secure.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Karnewarrior** on **May 23, 2010, 09:05:59 am**

I say we try to give them the elephant corpse. It's a large amount of meat, and unless they are vegetarians or really, really good hunters, they will surely appreciate it.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Cheetar** on **May 23, 2010, 09:27:10 am**

Quote from: Karnewarrior on May 23, 2010, 09:05:59 am

I say we try to give them the elephant corpse. It's a large amount of meat, and unless they are vegetarians or really, really good hunters, they will surely appreciate it.

Actually, this. We have no real use for the elephant corpse, and it will only rot.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Julien Brightside** on **May 23, 2010, 09:27:35 am**

Do the elves know anything about the god of the marsh?
I mean, it would be easier to appease the frogpeople if we knew what kind of god they serve.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ed boy** on **May 23, 2010, 09:28:17 am**

Given the large amount of effort and elves we lost to the elephant, I wouldn't want to just *give* it away.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Lordinquisitor** on **May 23, 2010, 09:32:34 am**

Offer them the death elephant as tribute. If it comes to an fight, climb the hill.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Samthere** on **May 23, 2010, 10:41:18 am**

Tell them to grant us passage or feel our flowery wrath, and move towards **1**.
We don't want to get bogged down in the marsh, so 3 is out, and despite our advantage amongst trees, the swamp trees are likely buttressed in boggy ground.

OR: pretend to present them with the elephant corpse AND THEN BEAT THEM DOWN WITH IT.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Cheetar** on **May 23, 2010, 10:42:31 am**

Quote from: Samthere on May 23, 2010, 10:41:18 am

OR: pretend to present them with the elephant corpse AND THEN BEAT THEM DOWN WITH IT.

Best suggestion yet.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Diablous** on **May 23, 2010, 10:43:03 am**

Quote from: Cheeetar on May 23, 2010, 10:42:31 am
Quote from: Samthere on May 23, 2010, 10:41:18 am
OR: pretend to present them with the elephant corpse AND THEN BEAT THEM DOWN WITH IT.
Best suggestion yet.

This! With one i!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Nirur Torir** on **May 23, 2010, 10:52:52 am**

I like the idea of presenting them with the elephant corpse as a fake apology for accidentally intruding, then we back away to point 1 and claim that we will let them take their pick of goods for tribute after we reach it. The current land looks treacherous, after-all, and unloading goods takes time. This should hopefully give us time to get into a defensible position before they attack us for not giving them the promised tribute.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **kdtthehun** on **May 23, 2010, 11:26:29 am**

Humbly ask them what would it be to appease their marsh god, if we can, comply and invite them to sit and have some herbs with us.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **dragnar** on **May 23, 2010, 11:31:18 am**

Quote from: Julien Brightside on May 23, 2010, 09:27:35 am
Do the elves know anything about the god of the marsh? I mean, it would be easier to appease the frogpeople if we knew what kind of god they serve.
They are mad at us for being loud. In other words the "Thiiiiiiiis" song the elves were singing. They are clearly servants of the Toady One.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Sensei** on **May 23, 2010, 11:47:10 am**

Offer the death elephant as tribute, and let it slay them all while we sneak into the foliage.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Caesar** on **May 23, 2010, 11:59:45 am**

Although doing so quietly, bring them the corpse of the elephant, boasting about how the great elves of Amanereli slaughtered the furious beast, with only little casualties.

Hopefully they'd at the very least be impressed/intimidated by this show of our 'elven strength', and even more hopefully they will actually like it.

In the meantime, be ready to defend position '1', in case they're neither intimidated nor appeased by the bounty.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Bardum Idith** on **May 23, 2010, 12:41:00 pm**

Make the frogpeople dizzy with herbs, then some elf dresses up as a marsh god. Demand a temple and sacrifices, give them a code of stupid laws and enslave them.

In the unlikely case that they get suspicious, climb up hill (3) and shoot our =*arrows*=!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Armok** on **May 23, 2010, 12:48:20 pm**

Make an "Offering" of a herbs aflame.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ultimuh** on **May 23, 2010, 01:20:33 pm**

I vote for number 2.
If we are experienced in fighting in such terrain we should use it to our advantage.
We might loose a few elves in the process but that is to be expected.
It's the frogmens own fault that they chose to ambush us like this!
And if that fails, leave the dead elephant to slow them down while we make a swift retreat.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Karnewarrior** on **May 23, 2010, 01:22:18 pm**

If we do something peaceful, we should bow low, to show our respect.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Neyvn** on **May 23, 2010, 02:06:18 pm**

Quote from: DarkerDark on May 23, 2010, 07:27:12 am
It eyes Amala with scrutiny and croaks before speaking in a very basic dialect of which only Elves can understand, "Want no Amanereli here! You make much noise! Angers god of the marsh! Angry god demand tribute, or crush Amanereli for disturbing rest!"

Anyone notice that its a Frog telling us that that we are too noisy...???

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ed boy** on **May 23, 2010, 02:19:41 pm**

As long as it's not a toad, we're fine.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Samthere** on **May 23, 2010, 02:39:42 pm**

Well, it's an amphibian, so it might be any of those.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Taco Dan** on **May 23, 2010, 03:52:36 pm**

I think we should just give them the corpse and be off, they just need tribute, and this is more than enough.

Unless they want live tribute, then we should just give them the elf that Amala likes the least.

And, if we give them an elf, it's much less risky than fighting them and possibly losing more than one, and if we give them the one that Amala likes the least, Amala will be that much happier.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Nirur Torir** on **May 23, 2010, 04:04:05 pm**

Quote from: Taco Dan on May 23, 2010, 03:52:36 pm

And, if we give them an elf, it's much less risky than fighting them and possibly losing more than one, and if we give them the one that Amala likes the least, Amala will be that much happier.

Don't forget that she's a military leader. She may kill idiots, but that doesn't mean she'd be happy about giving elves under her command to her enemies as a sacrifice.

I don't believe that the dead elephant will be considered enough of a gift to satisfy the frogs.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Taco Dan** on **May 23, 2010, 04:41:05 pm**

You forget that the elf corpses come with it.
EDIT:
Along with everything they have on them.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **IronyOwl** on **May 23, 2010, 04:56:12 pm**

Know what would be better than ruthlessly slaughtering amphibian men and adding their delicious roasts to our caravan? Repairing ties between our peoples and regaining them as friends. That way we'll be able to come this way again without being set upon by amphibian raiders every damn time. Just give them a bin of wooden goods and maybe some strawberry wine, and make a good speech about how we're reaching out to start a new age of prosperity. Amala's not great at that, but with the gifts it'll probably work.

But barring that, rush into the foliage and add their delicious roasts to our caravan. Our bowelves are mostly converted now, so either we unconvert them or there's no point to fighting in the open.

I would also like to point out that there's not much harm in giving them as much as we're willing to part with, since if it doesn't work we just lose initiative and then reclaim the goods.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Nirur Torir** on **May 23, 2010, 05:34:29 pm**

Quote from: IronyOwl on May 23, 2010, 04:56:12 pm

I would also like to point out that there's not much harm in giving them as much as we're willing to part with, since if it doesn't work we just lose initiative and then reclaim the goods.

Unless, of course, they run off with the goods and THEN attack. If we try to fight off an entire village, we'll likely take heavy casualties.

My thoughts on the positions:
1) Good, open ground. We'll likely lose a few elves, but our goods should be safe, and getting back to it shouldn't be very difficult.
2) We'll probably lose some goods as we chase them, unless we leave plenty of elves behind to guard the caravan. This would cause us to lose more elves.
3) I see no easy way to get across. It would likely show our intentions, and we'd lose the initiative as we are fought in unfavorable terrain.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Taco Dan** on **May 23, 2010, 05:54:06 pm**

Quote from: IronyOwl on May 23, 2010, 04:56:12 pm

Know what would be better than ruthlessly slaughtering amphibian men and adding their delicious roasts to our caravan? Repairing ties between our peoples and regaining them as friends. That way we'll be able to come this way again without being set upon by amphibian raiders every damn time. Just give them a bin of wooden goods and maybe some strawberry wine, and make a good speech about how we're reaching out to start a new age of prosperity. Amala's not great at that, but with the gifts it'll probably work.

I like this idea, avoiding conflict would be preferable, since we don't want to lose any elves.
Making friends would be even better, because we'll probably want to come back to dwarven lands again, and we don't want to have to fight them every time.
We can also give them some trade goods now, and promise them more on the way back. We'll have a ton of useless rock crafts to give them.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **dragnar** on **May 23, 2010, 06:37:33 pm**

Quote from: Neyvn on May 23, 2010, 02:06:18 pm

Quote from: DarkerDark on May 23, 2010, 07:27:12 am

It eyes Amala with scrutiny and croaks before speaking in a very basic dialect of which only Elves can understand, "Want no Amanereli here! You make much noise! Angers god of the marsh! Angry god demand tribute, or crush Amanereli for disturbing rest!"

Anyone notice that its a Frog telling us that that we are too noisy...???

Quote from: dragnar on May 23, 2010, 11:31:18 am

They are mad at us for being loud. In other words the "Thiiiiiiiis" song the elves were singing. They are clearly servants of the Toady One.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Samthere** on **May 23, 2010, 06:54:24 pm**

Or we could give an impassioned speech about what losers they've become since they lost that war, and how they've closed themselves off, and how this is an intervention and we still love the amphibian men and want our old friends back.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Karnewarrior** on **May 23, 2010, 06:59:40 pm**

Quote from: Samthere on May 23, 2010, 06:54:24 pm

Or we could give an impassioned speech about what losers they've become since they lost that war, and how they've closed themselves off, and how this is an intervention and we still love the amphibian men and want our old friends back.

Methinks calling them losers would be a b̥əd FUN idea.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Julien Brightside** on **May 23, 2010, 07:47:17 pm**

I say we call upon old alliances, I mean, it wasn` t the elves fault that the humans killed off the frogpeople.
We could have Amala ask the frogs if they would be interested in retying the ropes of friendship between the two nations.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **smjjames** on **May 23, 2010, 07:51:05 pm**

I would say number 3, take the high ground.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Neyvn** on **May 23, 2010, 09:03:55 pm**

Quote from: dragnar on May 23, 2010, 06:37:33 pm

Quote from: Neyvn on May 23, 2010, 02:06:18 pm

Quote from: DarkerDark on May 23, 2010, 07:27:12 am

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Anyone notice that its a Frog telling us that that we are too noisy...???

Quote from: dragnar on May 23, 2010, 11:31:18 am

They are mad at us for being loud. In other words the "Thiiiiiiiis" song the elves were singing. They are clearly servants of the Toady One.

Yeah didn't see that as I blasted through all the posts after the update, my bad for being awake at 4am to go to work after an half hour drive...

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Dorten** on **May 24, 2010, 12:09:52 am**

My vote goes to pieceful solution. And trying to befriend them wold be SOOOOOOOO cool.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **kdtthehun** on **May 24, 2010, 02:35:44 am**

We should just drop the dead elephant at his feet (ouch) and watch the entangle their sticky tongues as they try to catch the flies it has attracted. Than we make a run for it.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Japa** on **May 24, 2010, 02:56:38 am**

Definitely go for the tribute.

this is a diplomatic mission, if we make more than one allegiance, we will be doubly successful.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Armok** on **May 24, 2010, 05:29:51 am**

Quote from: IronyOwl on May 23, 2010, 04:56:12 pm

Know what would be better than ruthlessly slaughtering amphibian men and adding their delicious roasts to our caravan? Repairing ties between our peoples and regaining them as friends. That way we'll be able to come this way again without being set upon by amphibian raiders every damn time. Just give them a bin of wooden goods and maybe some strawberry wine, and make a good speech about how we're reaching out to start a new age of prosperity. Amala's not great at that, but with the gifts it'll probably work.

But barring that, rush into the foliage and add their delicious roasts to our caravan. Our bowelves are mostly converted now, so either we unconvert them or there's no point to fighting in the open.

I would also like to point out that there's not much harm in giving them as much as we're willing to part with, since if it doesn't work we just lose initiative and then reclaim the goods.

TH[I*9000]S!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **DarkerDark** on **May 24, 2010, 07:14:39 am**

Seeking to appease the tribesmen with tribute, the Elves of Amanereli offer one of their elephants.



Pulling a sales pitch like a used car salesman, one of the elves tries to explain how a dead and rotting elephant is better than the two living and quite healthy ones behind him, "Just think of the accessories. It has not one, not two, but FOUR elves attached to the tusks. And if that doesn't sate the cravings of your marsh god, just think of all the flies this baby will be attracting! You'll never go hungry again!"

The frogman is not amused. More so, he's insulted by the offering of what must be, in his mind, the least valuable thing in the entire caravan. Rotting corpses? Just thinking about it drives him into a blinding rage, which he puts to good effect.



Elf Deaths: 6
Elves Remaining: 47

After witnessing the skewering of the elf, Amala quickly releases an arrow with deadly accuracy. A few of the other elves calls out to the rest of the caravan, "Fall Back! Head for the clearing!"



The bloodthirsty frogmen don't let the caravan get far. Immediately they spring into action, charging against the front line of elves. Fierce combat breaks out with Amala at the forefront. Amanereli shields are brought to bear, wooden swords hack wildly while spears stab out.

Blood is spilled.



Elf Deaths: 7
Elves Remaining: 46

The Elves of Amanereli are skilled warriors, but there is no telling how many amphibian men lurk within the fog. Now that combat has been initiated, if the caravan wishes to move into the clearing, it must do so as a fighting withdrawal. Unless of course, the Elves of Amanereli wish to alter their course and take to the foliage, or make for the hill? It's time for the military minded elves of the group to speak their thoughts, strategies and battle tactics will be welcomed.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Samthere** on **May 24, 2010, 07:18:44 am**

Those bastard frogs! We must make them **PAY**!

All bowelves at the ready - it seems the amphibian men have spears only, so a retreat to the clearing will give us a better view. Spearelves take anything that gets close, bows shoot anything that comes into view. We'll get to the spot we want to and then wait this out.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Armok** on **May 24, 2010, 07:31:49 am**

I say use...

!!FIRE!!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Flaede** on **May 24, 2010, 08:53:53 am**

Quote from: Armok on May 24, 2010, 07:31:49 am

I say use...
!!FIRE!!

No! Fire will hurt the loot merchandise!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Samthere** on **May 24, 2010, 09:21:23 am**

We must become the ANGRY HEDGEHOG and STEAL THEIR GRAPES (<http://bestiary.ca/beasts/beast217.htm>)!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Cheeetar** on **May 24, 2010, 09:40:36 am**

Rush the foliage! Skewer the bastards!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **HailFire** on **May 24, 2010, 10:38:33 am**

Oh you guys.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **kdthehun** on **May 24, 2010, 01:14:54 pm**

SALT the bastards! If we got it, USE IT! Salt the back of a frog, good chance it'll explode!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Raviaric** on **May 24, 2010, 01:18:30 pm**

Quote from: kdthehun on May 24, 2010, 01:14:54 pm
SALT the bastards! If we got it, USE IT! Salt the back of a frog, good chance it'll explode!

If this tactic is used, hava Amala throw a salted frog into the other frogs before it explodes. We've all wanted to use sentient beings as grenades.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Acanthus117** on **May 24, 2010, 08:29:54 pm**

Haha, I knew the elephant would FAIL.

Okay, fall back. Use our pro archers to provide a field of fire, focusing on saving the elves who are in trouble of getting owned by dem froggehs. Also, keep the elves close together, and have some turn the thiiis song into a battle cry.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **HailFire** on **May 24, 2010, 08:36:40 pm**

Quote from: Acanthus117 on May 24, 2010, 08:29:54 pm
Haha, I knew the elephant would FAIL.

Did anyone *not*?

Quote
Okay, fall back. Use our pro archers to provide a field of fire, focusing on saving the elves who are in trouble of getting owned by dem froggehs. Also, keep the elves close together, and have some turn the thiiis song into a battle cry.

EAT *THIIIS*

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Acanthus117** on **May 24, 2010, 08:37:48 pm**

Quote from: HailFire on May 24, 2010, 08:36:40 pm
Quote from: Acanthus117 on May 24, 2010, 08:29:54 pm
Haha, I knew the elephant would FAIL.

Did anyone *not*?

The elf channeling Billy Mays, apparently.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Julien Brightside** on **May 24, 2010, 08:40:44 pm**

So much for diplomacy.
When Amala gets a killcount of five, will she recieve a name?
Like, Amala the flying wind of arrows?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **darkfragrance** on **May 24, 2010, 08:51:32 pm**

We should try to capture one and force it to tell us where the frogmen loot is hidden on pain of being eaten.

If we're gonna be stuck in this swamp surrounded by hostiles, might as well make it profitable.

Also:

Quote from: Julien Brightside on May 24, 2010, 08:40:44 pm
So much for diplomacy.
When Amala gets a killcount of five, will she recieve a name?
Like, Amala the flying wind of arrows?

Amala -> kill count 5 ASAP

We've already had her kill three enemies, right?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Samthere** on **May 24, 2010, 09:02:41 pm**

Does that include the elf?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Raviaric** on **May 24, 2010, 09:17:33 pm**

Quote from: Julien Brightside on May 24, 2010, 08:40:44 pm

So much for diplomacy.
When Amala gets a killcount of five, will she recieve a name?
Like, Amala the flowery syrup of trees?

Fix'd.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Dorten** on **May 24, 2010, 11:12:05 pm**

YAY!!! Blood for the god of flowers and honey!!! Errr... Well, go to the place where we can see better. And kill some frogmen. And eat them. And carve goods from their bones and skulls.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Kelbin** on **May 24, 2010, 11:14:58 pm**

Quote from: Raviaric on May 24, 2010, 09:17:33 pm

Quote from: Julien Brightside on May 24, 2010, 08:40:44 pm

So much for diplomacy.
When Amala gets a killcount of five, will she recieve a name?
Like, Amala the Intricate Buttery Fortification-Cat of Boiling?

Fix'd.

Fix'd Fix'd

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Siquo** on **May 25, 2010, 02:09:26 am**

It's a dead elephant full of flies, how could toads not like flies?

Also, I just LOVE how toady one coming in and berating us turned into a story-arc!

Fall back to higher ground, to make the most use of our bow-elves!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Haspen** on **May 25, 2010, 02:31:09 am**

Shoot to kill!

Stab any enemy that comes too close!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Myroc** on **May 25, 2010, 09:36:01 am**

Quote from: darkflagrance on May 24, 2010, 08:51:32 pm

Quote from: Julien Brightside on May 24, 2010, 08:40:44 pm

So much for diplomacy.
When Amala gets a killcount of five, will she recieve a name?
Like, Amala the flying wind of arrows?

Amala -> kill count 5 ASAP

We've already had her kill three enemies, right?

Methinks she's killed far, far more than five enemies prior to the caravan.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Lordinquisitor** on **May 25, 2010, 09:48:34 am**

Hmm.. Do you think that we could use one of the elephants as a war elephant? Maybe the one we cowed into that cage? (Your new master, amala, commands it!)

Failing that the spearelves shall pin them down while the bowelves shoot those froggy bastards.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Armok** on **May 25, 2010, 11:53:07 am**

yes! I vote for war elephant to!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Karnewarrior** on **May 25, 2010, 02:57:02 pm**

Oh no! The pants are dead!

>Hold position! We're more vulnerable moving! Remember we were prepared!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Samthere** on **May 25, 2010, 10:43:11 pm**

Dead elf you are now these hands.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Acanthus117** on **May 25, 2010, 10:43:45 pm**

Amala nightglimmer saver of elfs

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **CaptApollo12** on **May 27, 2010, 01:35:50 am**

Hold them off with the spearmen while amala trains the elephants into war elephants! Take the swampy forest with elephant anger and elf blood!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Taco Dan** on **May 27, 2010, 03:15:04 am**

Quote from: CaptApollo12 on May 27, 2010, 01:35:50 am
Hold them off with the spearmen while amala trains the elephants into war elephants! Take the swampy forest with elephant anger and elf blood!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **maxicaxi** on **May 27, 2010, 06:09:37 am**

Quote from: Taco Dan on May 27, 2010, 03:15:04 am
Quote from: CaptApollo12 on May 27, 2010, 01:35:50 am
Hold them off with the spearmen while amala trains the elephants into war elephants! Take the swampy forest with elephant anger and elf blood!

thiiiiiiiiiiiiiiiiiiiiis

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Taco Dan** on **May 27, 2010, 06:54:01 am**

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thiiiiiiiiiiiiiiiiiiiiis

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Karnewarrior** on **May 27, 2010, 06:28:25 pm**

Quote from: Taco Dan on May 27, 2010, 06:54:01 am
Quote from: maxicaxi on May 27, 2010, 06:09:37 am
Quote from: Taco Dan on May 27, 2010, 03:15:04 am
Quote from: CaptApollo12 on May 27, 2010, 01:35:50 am
Hold them off with the spearmen while amala trains the elephants into war elephants! Take the swampy forest with elephant anger and elf blood!

thiiiiiiiiiiiiiiiiiiiiis

NO! NOT THIIIIIIIIIIIIIIIS AGAIN!
But, yeah, do this.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **abculatter_2** on **May 27, 2010, 07:02:47 pm**

If by 'tame elephants' you mean 'threaten them with death by Amala,' then I suppose it could be worth taking her from the frontlines for awhile.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Taco Dan** on **May 27, 2010, 07:07:10 pm**

Quote from: Karnewarrior on May 27, 2010, 06:28:25 pm
Quote from: Taco Dan on May 27, 2010, 06:54:01 am
Quote from: maxicaxi on May 27, 2010, 06:09:37 am
Quote from: Taco Dan on May 27, 2010, 03:15:04 am
Quote from: CaptApollo12 on May 27, 2010, 01:35:50 am
Hold them off with the spearmen while amala trains the elephants into war elephants! Take the swampy forest with elephant anger and elf blood!

thiiiiiiiiiiiiiiiiiiiiis

NO! NOT THIIIIIIIIIIIIIIIS AGAIN!
But, yeah, do thiiiiiiiiiiiiiiis.

Fiiiiiiiiiiiix'd

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Criptfeind** on **May 27, 2010, 07:12:32 pm**

Holy hell, what part of stop do you guys not understand with the i nonsense.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **HailFire** on **May 27, 2010, 07:14:41 pm**

Surprisingly, I find myself agreeing with the "Tame the elephants" idea.

Not only can they help defend the caravan, but training them to *only* go into a murderous slaughter frenzy on command (as opposed to as soon as you open the cage) adds value to them. Remember, merchanting is our primary objective.

Just make sure not to rely on them *too* heavily- they're no good to us dead.

Speaking of which, bury the bodies already for fuck's sake. Except for the elephant- butcher and salt it so we can sell it's meat/ivory/bones to the dwarves. They'll respect meat and bones a lot more than *twigs and berries*.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Tabithda** on **May 27, 2010, 09:56:56 pm**

1, in my opinion, think that trying to tame the elephants we have into war elephants is an absolutely horrible idea, and here are four good reasons for that belief:

1. I do not think that we can tame the beasts, whether by threatening them by death if they do not fight, commanding them to fight, or by promising them treats if they fight. It just will not work, and even if it does, it would take way to long for our purposes, which brings me to the second point:
2. It would far take to long to tame the elephants into war elephants, and I highly doubt that the frog men that are already attacking us are going to wait around as we try to tame these beasts. By the time the elephants are theoretically "tamed", the attack will be long over.
3. I do not believe that if we do release these beasts that they will charge at the enemy. Rather, I feel it is more likely that the beasts will make a run for it to the plains behind us, and thus by doing so they will run along the narrow piece of land that we came in on, where there are few or no frog men, but many elves and mules.
4. Even if we somehow manage to tame the elephants into beasts of war and mänge to get them to charge at the frog men, I feel that there is a minuscule chance at the beasts being effective weapons against our enemy the frog men. The frog men would either let the elephants get stuck in the mud(thus allowing the frog men to freely kill the beasts), quickly use their spears as javelins and kill the beasts before they do much damage(okay, this one is less likely to happen, but it just might), or they will just run away and leave us with the awkward position of trying to get the beasts to go back into the cages that they have been put in. Remember that we do not want to lose the elephants, because then we will not be able to trade them with the dwarves.

I think we just simply fight them off. After all, we are physically stronger(I believe we are at least) than them and we have the better weapons. As long as we keep formation we should win. Also, we should use our bows against them when we can, but make sure that we will not accidentally hit other elves in doing so.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **HailFire** on **May 27, 2010, 11:15:54 pm**

Well, obviously it'd take too long to be useful for this fight, which is why we have some of the non-combatants do it while the warriors take care of the frogmen.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Lordinquisitor** on **May 28, 2010, 11:56:07 am**

Well, i think it`s pretty easy. Amala walks up to one elephant and intimidates him. Then she promises him glory, blood and an uncaged life as her mount. Just think about it: A war elephant and on his back Amala! They could ~~conquer~~ slay the whole world.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **maxicaxi** on **May 28, 2010, 12:35:50 pm**

Quote from: Lordinquisitor on May 28, 2010, 11:56:07 am
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??? goal= world peace

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **abculatter_2** on **May 28, 2010, 02:24:10 pm**

Quote from: maxicaxi on May 28, 2010, 12:35:50 pm
Quote from: Lordinquisitor on May 28, 2010, 11:56:07 am
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??? goal= world peace

That's why we want to conquer it.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **dragnar** on **May 28, 2010, 02:43:48 pm**

Right, they can't go to war if they're dead.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ragnarok97071** on **May 28, 2010, 09:25:11 pm**

Hmm... we should defend ourselves while retreating out of the swamp or to the least flammable spot, making every possible attempt to give the appearance of just wanting to get the heck out, AND THEN KILL THE SLIMY FREAKS WITH FIRE AND BUILD A TEMPLE TO... i dunno, some pansy elven god of war... OUT OF THEIR CORPSES!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **HailFire** on **May 28, 2010, 10:55:49 pm**

Quote from: ragnarok97071 on May 28, 2010, 09:25:11 pm
Hmm... we should defend ourselves while retreating out of the swamp or to the least flammable spot, making every possible attempt to give the appearance of just wanting to get the heck out, AND THEN KILL THE SLIMY FREAKS WITH FIRE AND BUILD A TEMPLE TO... i dunno, some pansy elven god of war... OUT OF THEIR CORPSES!

As much as I support KTWF in general, *we would burn the trees*.

So that's not going to happen.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Sensei** on **May 30, 2010, 11:58:24 pm**

bump

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Haspen** on **May 31, 2010, 04:15:13 am**

Quote from: Sensei on May 30, 2010, 11:58:24 pm
bump

It's Monday now. The next update will be most propably on Friday :P

At least, considering DarkerDark words...

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Dorten** on **June 04, 2010, 03:37:42 am**

Still bump. So that everyone sees it.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ragnarok97071** on **June 04, 2010, 04:42:09 pm**

hmm... ok, new plan.. we *are* elves, so we should be able to talk to trees, I guess, so... carefully move the wagon into the trees, ask them to stop the frogmen without killing them (HippiesElves, remember), find a dry spot, and then caulk the carts and float across the river~~river~~swamp.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **DarkerDark** on **June 05, 2010, 05:24:00 am**

Apologies for the lack of updates, people. You can blame Team Fortress 2 for occupying most of my free time (I am officially an addict, I think).

Anyways, for the next post I'm thinking of forgoing color and just having black and white drawings, as coloring occupies the majority of my drawing time (Damn that Open Canvas and it's lack of a -fill- tool!). Would you guys be down with that, or must it be fully colored, lest I suffer a public flogging at the hands of the masses?

Anyways, there are hats to unlock! Err... no! No! I must resist the temptation of Team Fortress 2 and it's first person shenanigans! Gaaah!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **maxicaxi** on **June 05, 2010, 05:52:14 am**

well color is no biggie i read manga

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Cheetar** on **June 05, 2010, 06:00:02 am**

Quote from: maxicaxi on June 05, 2010, 05:52:14 am
well color is no biggie i read manga

I disagree.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **kdtthehun** on **June 05, 2010, 06:47:14 am**

Black and white is fine. I'm a colorist and i know how tidious it can be to color especially if no flood fill tool is available.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Mikko** on **June 05, 2010, 06:57:40 am**

Color, please. I am willing to wait.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Silleh Boy** on **June 05, 2010, 07:05:42 am**

Personally, I'd say do both.
Black and White for the bulk of things, colour when you feel a panel truely deserves that extra touch.

When it comes to it though, you're the artist and the story teller, and while the coloured pictures do have their charm, the story is rich enough that it would not suffer from this, as the way you tell the story paints a picture of its own, so to speak.

That's my opinion though, for what it's worth. At the end of the day it's ultimately up to you, and people should respect your descision.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **maxicaxi** on **June 05, 2010, 07:06:54 am**

Quote from: Silleh Boy on June 05, 2010, 07:05:42 am
Personally, I'd say do both.
Black and White for the bulk of things, colour when you feel a panel truely deserves that extra touch.

When it comes to it though, you're the artist and the story teller, and while the coloured pictures do have their charm, the story is rich enough that it would not suffer from this, as the way you tell the story paints a picture of its own, so to speak.

That's my opinion though, for what it's worth. At the end of the day it's ultimately up to you, and people should respect your descision.

this is a good idea

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Acanthus117** on **June 05, 2010, 07:38:27 am**

Quote from: maxicaxi on June 05, 2010, 07:06:54 am
Quote from: Silleh Boy on June 05, 2010, 07:05:42 am
Personally, I'd say do both.
Black and White for the bulk of things, colour when you feel a panel truely deserves that extra touch.

When it comes to it though, you're the artist and the story teller, and while the coloured pictures do have their charm, the story is rich enough that it would not suffer from this, as the way you tell the story paints a picture of its own, so to speak.

That's my opinio~~n~~n though, for what it's worth. At the end of the day it's ultimately up to you, and people should respect your descision.

this is a good idea

Yep, colored should be special so we can have moar updates

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ed boy** on **June 05, 2010, 07:48:58 am**

Quote from: DarkerDark on June 05, 2010, 05:24:00 am

Damn that Open Canvas and it's lack of a -fill- tool!

Can't you draw the picture in open canvas, and use another program for the fill tool?

Also, what kind of program doesn't have a fill tool? even MS paint has a fill tool!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Haspen** on **June 05, 2010, 08:18:07 am**

I vote for waiting for colors, sir.

I got used to wait, so one or two days more, is meh :3

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Cheddarius** on **June 05, 2010, 09:03:56 am**

I really like the color; I think a few colored panels are better than many black and white ones. That being said, there's the risk of burnout. I don't want this to die. Black and white, I guess.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **abculatter_2** on **June 05, 2010, 09:36:30 am**

Darker Dark, what server do you usually play on? And add me as a friend on steam (Abculatter_2).

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Haspen** on **June 05, 2010, 09:46:08 am**

Quote from: abculatter_2 on June 05, 2010, 09:36:30 am

Darker Dark, what server do you usually play on? And add me as a friend on steam (Abculatter_2).

YOU'RE NOT HELPING D:

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **abculatter_2** on **June 05, 2010, 09:57:31 am**

Quote from: Haspen on June 05, 2010, 09:46:08 am

Quote from: abculatter_2 on June 05, 2010, 09:36:30 am

Darker Dark, what server do you usually play on? And add me as a friend on steam (Abculatter_2).

YOU'RE NOT HELPING D:

I will if I 'occasionally' remind him of this thread.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **cganya** on **June 05, 2010, 11:13:58 am**

i vote for waiting for color. the coloring is very high quality and i would hate to see the art suffer from "being done quickly"

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **SHADOWdump** on **June 05, 2010, 11:29:31 am**

The color is a very integral part of this comic(I'm considering it one). However I think we should see what it's like in black & white before judging. At least try it once.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Caesar** on **June 05, 2010, 11:53:54 am**

Quote from: abculatter_2 on June 05, 2010, 09:57:31 am

Quote from: Haspen on June 05, 2010, 09:46:08 am

Quote from: abculatter_2 on June 05, 2010, 09:36:30 am

Darker Dark, what server do you usually play on? And add me as a friend on steam (Abculatter_2).

YOU'RE NOT HELPING D:

I will if I 'occasionally' remind him of this thread.

Grief him to the point of hating the game!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Armok** on **June 05, 2010, 12:01:59 pm**

I say do color. but pherhaps do it in lower quality, just blurry shapes behind the lineart.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **SHADOWdump** on **June 05, 2010, 12:05:16 pm**

Quote from: Armok on June 05, 2010, 12:01:59 pm

I say do color. but pherhaps do it in lower quality, just blurry shapes behind the lineart.

I'm not so certain about this, this sounds like it would butcher the quality.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Karnewarrior** on **June 05, 2010, 12:34:50 pm**

Quote from: SHADOWdump on June 05, 2010, 12:05:16 pm

Quote from: Armok on June 05, 2010, 12:01:59 pm

I say do color. but pherhaps do it in lower quality, just blurry shapes behind the lineart.

I'm not so certain about this, this sounds like it would butcher the quality.
Yeah, I've said it before, but the clear lines and shapes are what gives this it's personality.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **IronyOwl** on **June 05, 2010, 02:08:31 pm**

I suspect occasional color will be better than frequent black n white, but I do think we should give it a try to see how it looks.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Haspen** on **June 05, 2010, 03:11:48 pm**

oops wrong thread.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Flaede** on **June 05, 2010, 04:45:18 pm**

re: Colour. Is anyone else thinking Sin City style here? Because that could be awesome.
(Though perhaps more appropriate for a Goblins of Amanereli adventure)

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ed boy** on **June 05, 2010, 04:47:30 pm**

I say we try one black and white, see how it compares before deciding one way or the other.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Karnewarrior** on **June 05, 2010, 05:32:20 pm**

Quote from: ed boy on June 05, 2010, 04:47:30 pm
I say we try one black and white, see how it compares before deciding one way or the other.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **DarkerDark** on **June 05, 2010, 06:04:54 pm**

Alright, the next update will have black and white with color drawings in the same post for comparison. I was mainly concerned with the time it takes to actually color stuff, as it more than doubles the time required to finish a drawing. To give you an idea, it usually turns a one hour drawing into a two or three hour drawing depending on the background, number of characters, etc... Buuut if you guys don't mind waiting (You've already waited patiently for two weeks now) then I suppose I don't mind spending the time to actually color the artwork.

I should have something ready by tomorrow morning, providing my night goes without interruption.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Julien Brightside** on **June 05, 2010, 06:22:07 pm**

Personally, I think color is the thing that turns a great drawing into an awesome drawing.
Besides, there`s probably gonna be bloodshed, and we all love that colour.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Karnewarrior** on **June 05, 2010, 07:09:14 pm**

Any violent battle scenes need to be black, white and red. For GREAT DRAMA!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **dragnar** on **June 05, 2010, 07:11:31 pm**

Quote from: Karnewarrior on June 05, 2010, 07:09:14 pm
Any violent battle scenes need to be black, white and red. For GREAT DRAMA!
<http://en.wikipedia.org/wiki/MadWorld>

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Karnewarrior** on **June 05, 2010, 07:21:47 pm**

Quote from: dragnar on June 05, 2010, 07:11:31 pm
Quote from: Karnewarrior on June 05, 2010, 07:09:14 pm
Any violent battle scenes need to be black, white and red. For GREAT DRAMA!
<http://en.wikipedia.org/wiki/MadWorld>

Yes, I have seen this. Why do people keep linking me to it? I'm seriously curious.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **dragnar** on **June 05, 2010, 07:25:07 pm**

Quote from: Karnewarrior on June 05, 2010, 07:21:47 pm
Quote from: dragnar on June 05, 2010, 07:11:31 pm
Quote from: Karnewarrior on June 05, 2010, 07:09:14 pm
Any violent battle scenes need to be black, white and red. For GREAT DRAMA!
<http://en.wikipedia.org/wiki/MadWorld>
Yes, I have seen this. Why do people keep linking me to it? I'm seriously curious.

I dunno, conspiracy? It fits what you said. I like the conspiracy theory though.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Askot Bokbondeler** on **June 05, 2010, 07:41:23 pm**

why not link him to sin city itslef?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Karnewarrior** on **June 10, 2010, 04:17:55 pm**

And so the LORD said, "Let there be elves to sell many woods and 'tings.", And so there was.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **IronyOwl** on **June 10, 2010, 05:00:26 pm**

However, the LORD also said "And let them do silly things, that they may be impaled most comically."

Things went downhill from there.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Karnewarrior** on **June 10, 2010, 05:52:29 pm**

You forgot the bahamian accent. :D

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **IronyOwl** on **June 10, 2010, 06:28:11 pm**

Oh dear, seems I'm not as good a prophet as I thought. :P

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **maxicaxi** on **June 13, 2010, 10:33:04 pm**

[Quote from: Karnewarrior on June 05, 2010, 07:09:14 pm](#)
Any violent battle scenes need to be black, white and red. For GREAT DRAMA!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **SHADOWdump** on **June 13, 2010, 10:35:52 pm**

How has this been doing?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Taco Dan** on **June 13, 2010, 10:36:44 pm**

DarkerDark hasn't updated yet... :(

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Mangled** on **June 14, 2010, 10:27:47 am**

This is brilliant.
I suggest letting one of the elephants out of it's cage and asking it to help kill the frogs, since we're being attacked it'll probably help (or just run away but seeing as it will have to flee through the bad guys anyway whats the problem?)
Also shout that the Germans are coming and see if that helps matters any.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Taco Dan** on **June 14, 2010, 01:56:06 pm**

This is a fantasy world, remember? Germany doesn't exist.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **maxicaxi** on **June 14, 2010, 01:59:47 pm**

[Quote from: Taco Dan on June 14, 2010, 01:56:06 pm](#)
This is a fantasy world, remember? Germany doesn't exist.

he was trying to be funny

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Taco Dan** on **June 14, 2010, 05:31:32 pm**

So was I.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ultimuh** on **June 14, 2010, 09:35:28 pm**

Then would that be a double-fail?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Mangled** on **June 15, 2010, 01:33:10 am**

Indeed it would.
But with so much fail it must loop round to victory and at the very least it might confuse the frogs which is always useful.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **IronyOwl** on **June 15, 2010, 02:37:17 am**

Well, I suppose the dancing elf *did* distract the elephant and alert Amala...

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Mangled** on **June 16, 2010, 05:38:38 am**

Proof that even the daftest ideas have hidden merits.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Karnewarrior** on **June 16, 2010, 07:23:57 pm**

Should we let this die, and resurrect it when Darker dark is back, or balloon it up until then?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **dragnar** on **June 16, 2010, 07:29:21 pm**

Quote from: Karnewarrior on June 16, 2010, 07:23:57 pm

balloon it up until then

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Bandages** on **June 16, 2010, 07:45:34 pm**

Quote from: dragnar on June 16, 2010, 07:29:21 pm

Quote from: Karnewarrior on June 16, 2010, 07:23:57 pm

balloon it up until then

THIIIIIS

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Taco Dan** on **June 16, 2010, 08:02:17 pm**

Dude, seriously, even *I'm* saying that 'thiiis' is getting old.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Bandages** on **June 16, 2010, 08:08:03 pm**

Yes but that's the perfect time for us hipsters to use "thiiis" ironically.

Yay for belonging to an sarcastic subculture!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **kdtthehun** on **June 17, 2010, 02:24:04 pm**

"Thiiis" is our marching song! So, live with it or grow a beard!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Mangled** on **June 17, 2010, 02:39:09 pm**

It's also our mating call, battle cry and drinking song.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Siquo** on **June 18, 2010, 03:38:16 am**

Quote from: Mangled on June 17, 2010, 02:39:09 pm

It's also our mating call

I'm might try it as a pick-up line one day. You never know.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Acanthus117** on **June 18, 2010, 03:41:29 am**

Haha oh god

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Karnewarrior** on **June 18, 2010, 07:46:57 am**

"hey baby,"
"What?"
points to crotch and pelvic thrust
"THIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIISSSSS!!" :P

Quote from: Mangled on June 17, 2010, 02:39:09 pm

and drinking song.

Elves don't drink what is this I dont even
Elves are sober! Do you know what happens when you add alcohol to the herb we be puffin'?
COLORS

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Mangled** on **June 18, 2010, 09:47:58 am**

Smoking song then?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Julien Brightside** on **June 18, 2010, 09:54:13 am**

I thought elves drank wine.
Dwarves drink beer.

Although they are different, they can unite through alcoholic beverage.

"This is the song to Elves of Amanereli, we march with the forests on our back."

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Taco Dan** on **June 18, 2010, 12:14:43 pm**

Quote from: Karnewarrior on June 18, 2010, 07:46:57 am

Quote from: Mangled on June 17, 2010, 02:39:09 pm

and drinking song.

Elves don't drink what is this I dont even

I prove you wrong (http://www.youtube.com/watch?v=euzA_scn3zA), sir.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **maxicaxi** on **June 18, 2010, 01:46:28 pm**

anybody want this in DF Community Games & Stories hall of legends?

head over there now

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ninja Pichu** on **June 18, 2010, 01:52:54 pm**

EDIT: My apologies, it appears I accidentally hit a button to post. Yeah, this deserves the Hall of Legends.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **maxicaxi** on **June 18, 2010, 01:55:07 pm**

go and vote then naoooo

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ninja Pichu** on **June 18, 2010, 02:04:25 pm**

Quote from: maxicaxi on June 18, 2010, 01:55:07 pm
go and vote then naoooo
Way ahead of thou.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **rickvoid** on **June 18, 2010, 06:50:15 pm**

If we ever get surrounded by the dreaded Murderderms again, here is my suggestion:

Plan 9 for Elven Victory!
Spoiler (click to show/hide)
1. Save and Quit Slaves to Armok God of Blood Chapter 3: Elf Caravan.
2. Open the directory the game is saved under. Open the .cfg file with note or wordpad.
3. Scroll down to line that reads "Use high-quality 3-D graphics: TRUE", change it to FALSE. This enables Dwarf Fortress style ASCII mode.
4. Load save file. Pretend to be a herd of Murderderms.

:D

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Karnewarrior** on **June 18, 2010, 07:38:15 pm**

Plan X: Mod elephants to have [HOMEOTHERM:1000000] 8)

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Taco Dan** on **June 18, 2010, 07:40:52 pm**

DarkerDark needs to post soon, he was last active on the 15th, but never posted anywhere.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ein** on **June 18, 2010, 08:46:14 pm**

Let's not constantly balloon this up guys.
Remember what happened to Vester's thread?
Just bump it every so often to keep it in the minds of the people.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **QuakeIV** on **June 20, 2010, 07:40:56 pm**

This blows just about everything else i've read on these forums out of the water, please continue.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **QuakeIV** on **June 23, 2010, 05:53:43 pm**

You made me do it.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Karnewarrior** on **June 23, 2010, 07:14:10 pm**

+1000 internets Darkerdark! ;D

when ya comin' back?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Diablous** on **June 23, 2010, 07:16:06 pm**

COME BACK! WE LOVE YOU!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **QuakeIV** on **June 23, 2010, 07:28:16 pm**

Quote from: Diablous on June 23, 2010, 07:16:06 pm
COME BACK! WE LOVE YOU!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Dorten** on **June 23, 2010, 10:23:47 pm**

Quote from: QuakeIV on June 23, 2010, 07:28:16 pm
Quote from: Diablous on June 23, 2010, 07:16:06 pm
COME BACK! WE LOVE YOU!

Thiiiiiiiiiiiiis!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Karnewarrior** on **June 23, 2010, 10:53:00 pm**

Quote from: Dorten on June 23, 2010, 10:23:47 pm

Quote from: QuakeIV on June 23, 2010, 07:28:16 pm

Quote from: Diablous on June 23, 2010, 07:16:06 pm

COME BACK! WE LOVE YOU!

Thiiiiiiiiiiiiis!

You killed my good mood, Dorten. :-[Sadness..

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **QuakeIV** on **June 23, 2010, 11:16:46 pm**

It is highly unlikely that 'THIIIISSSS' will improve our situation, infact quite the opposite is possible in my opinion.

Back on topic though, what do you guys think of the latest if not recent developments in this story?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Acanthus117** on **June 23, 2010, 11:17:27 pm**

Either way, there's frogman roasts tonight!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **CaptApollo12** on **July 03, 2010, 07:55:22 am**

... I was looking forward to like 3 updates. I find none. Capt is sad.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Diablous** on **July 03, 2010, 10:08:45 am**

Quote from: Diablous on June 23, 2010, 07:16:06 pm

COME BACK! WE LOVE YOU!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **QuakeIV** on **July 03, 2010, 12:57:05 pm**

Quote from: Diablous on July 03, 2010, 10:08:45 am

Quote from: Diablous on June 23, 2010, 07:16:06 pm

COME BACK! WE LOVE YOU!

Quoting yourself, are you?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Diablous** on **July 03, 2010, 01:08:35 pm**

Darker's been on, but he has yet to update.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Creamcorn** on **July 03, 2010, 06:38:58 pm**

I'm watching this topic.

Also exchanging a frog person with an elf to have each of them live each others life to gain trust would have been bold but I say it would have worked. Lying that said elf to stay was kin of someone important (not skyward important) would have probably helped convince said frog people.

Other than that you're all a bunch of blind people trying to describe an elephant when it comes to making a rational decision. And it's very entertaining to watch.

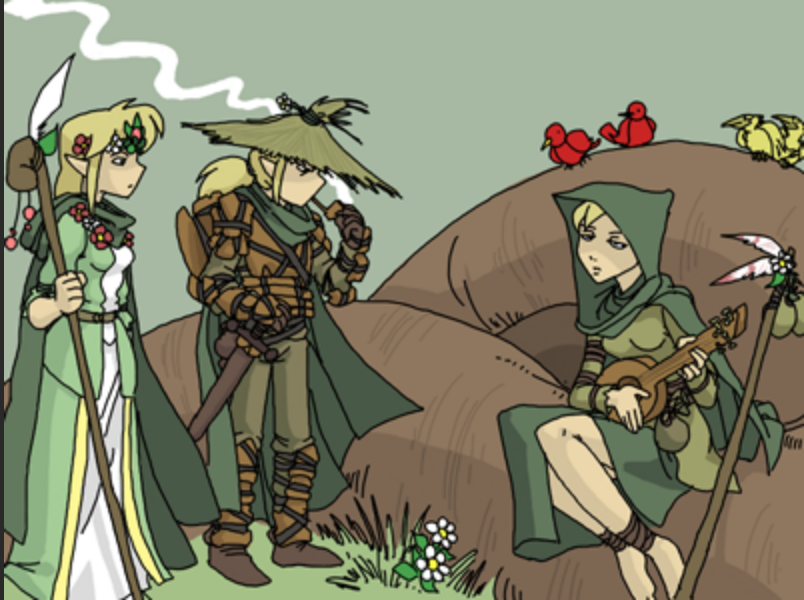
Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **wolfchild** on **July 04, 2010, 03:58:03 am**

Looks great, the wolf aproves, now moar pls, pretty pls, with dwarf flesh on top?

Il wait untill next update before posting opoinions on actions

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **DarkerDark** on **July 04, 2010, 07:12:54 am**

Meanwhile, back in Eyoaslef...



The Queen and her trusted champion, Ale, approach a quiet, barefoot, soft spoken elf of considerable fame. Ale, usually known for his boisterous attitude and opinionated manner, speaks in a low voice, a tone that carries respect for the barefooted one, "It is time, daughter of nature, for the final inauguration ritual."

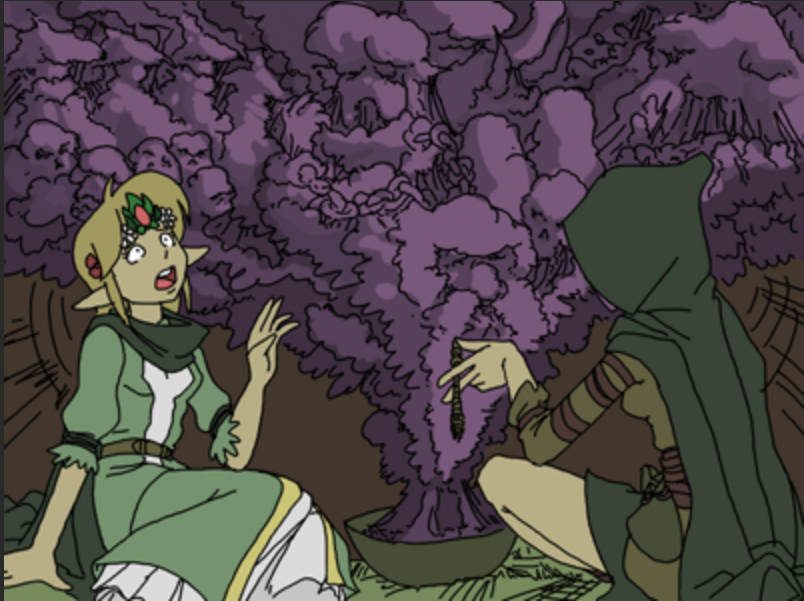
The quiet elf merely looks up at Queen Lothena. The Queen nods sternly, "I am ready."



The quiet elf slowly stands. The others watch her nervously, for she is a feral defender of nature, a tender of the forest, a druid of Amanereli. She leads the Queen to the base of a massive oak and draws back a curtain, there is a long pause before the druid speaks, "Every ruler of Amanereli since the Dawn of Ages has partaken this ancient ritual. What you are about to witness is for you, my Queen, and you alone. I am here only to perform the ritual, I cannot aide you any further than that. I warn you, carry not a heavy heart nor a troubled mind, for the last elf to harbour those within this sanctum had been driven mad. Now I ask you, are you truly ready?"

Once again the Queen offered a stern nod and they proceeded into the sanctuary of the old oak.

The two elves sat in darkness. The druid chanted a litany in the old tongue of immortal races and suddenly, from between the two elves, a small fire slowly flared. Another litany and the addition of a fine powder had the small flame belching a thick smoke. The Queen tried her best not to cough as the smoke assaulted her lungs. The druid seemed unaffected and continued with the litanies. Soon the smoke had filled the majority of the old oak, and the Queen became concerned that they might be smothered. She cast a worried glance upwards.



She was greeted at once with a swirl of forms and images within the smoke. Ghostly apparitions of elves appeared, marching and armed for war. Ancient animals bayed and trumpeted soundlessly. She thought she saw a familiar face within the smoke, it smiled before it began to wither and decay. The Queen gasped with fright, "Wh-What is this? What am I looking at?"



The druid rose to her feet, inhaling a lungful of the thick smoke, "I told you, my Queen, what you are witnessing is for you, and you alone. I cannot interpret these visions... Are you frightened, my Queen? I would say to you that what you see is nothing, merely shapes in the smoke to trick your mind's eye. Or perhaps the forest spirits have been so kind as to reveal what has yet to come to pass. To grant you a vision of the trials and challenges you must face as Queen of Amanereli." The druid paused to draw from what can be best described as a bong. She blew into the thick smoke, and a swirl of color appeared and took shape, turning into what the Queen thought was ghostly flames. The druid grinned as the flames began to eat away the smoke and images, "Or perhaps you only see a manifestation of your own fears? It is for you to decide, my Queen."

Back in the Whispering Marshes, the Elves of Amanereli clash with a tribe of vicious frogmen.



The air is filled with shouts, the twang of bowstrings, and gargled cries of pain. The deadly aim of Amanereli's archers seems to be keeping the deranged frogmen back, though their numbers don't seem to be dwindling. Many of the elves run about in confusion, contradictory orders are being shouted by various elves who have taken it upon themselves to offer battle plans.



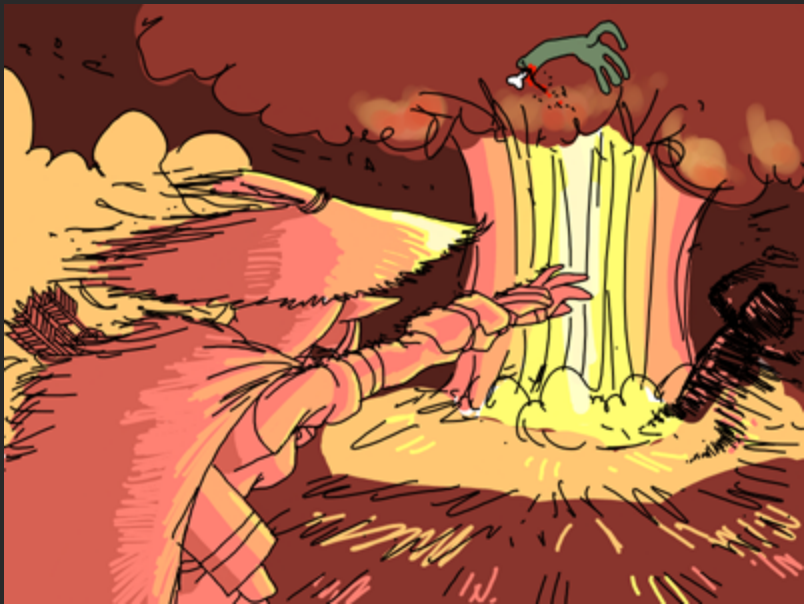
"Release the elephants! May these frogmen know the scourge of the plains! It's our only hope!" Cries one elf.

"Fall back! Fall back to the clearing!" Cries another.

Amala, angered that the majority of elves won't stand and fight decides to give her caravan a proper show of force, to reveal how weak these frogmen really are. She produces that which every Elven veteran carries, delectable seasoning.



Spoiler (click to show/hide)
Usually reserved for sprinkling upon the dead, she decides to use it brazenly on a live Amphibian man to make a point; These creatures have forfeited their lives the moment they brought arms upon Amala Nightglimmer, Ranger captain of Amanereli!



Hurling the salted frogman into it's comrades produces a horrendous explosion. Combat comes to a stop as all eyes fall upon the rising fireball that was once an amphibian man.



Elves begin to wonder what the hell just happened when a great gargled roar is heard. A hulking form rises from the smoking crater and immediately sets it's sight upon the quarreling elves and amphibian men, "RRGGGH! I TOLD YOU TO BE QUIET! GRAAGH!"



Ngusnogsted Obngot, The Titan has come! It's humanoid body resembles that of a giant toad with great gnashing teeth. Beware it's fiery breath!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Samthere** on **July 04, 2010, 07:16:16 am**

Yay! It's back!

Amala must throw her DELECTABLE SEASONING cleverly onto the gigantic frogbeast.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ed boy** on **July 04, 2010, 07:26:32 am**

THAT IS AWESOME.

~~Also, attack with the seasoning!~~
Donate to bay12 to appease the great toad!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **SHADOWdump** on **July 04, 2010, 07:31:30 am**

I love how even Amala doesn't know what the fuck's going on.

As for the difference between black & white art vs colored. I don't know. Both are good, the level of detail does not suffer in black & white, although the subtlety of certain details is lost in the uncolored rendition.

I'd say black & white is welcome if you'd prefer to use it. However I must say the color would be missed.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ed boy** on **July 04, 2010, 07:37:50 am**

On the color/black and white front, I would offer my opinion that black and white is fine, but if you do go for it, some should still be in color.
Spoiler: Images like this should still be in colour (click to show/hide)



Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Haspen** on **July 04, 2010, 07:38:56 am**

I prefer color, but I have nothing against black & white, it's as good as color one.

For strategy... moar salt!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **DarkerDark** on **July 04, 2010, 07:40:09 am**

Quote from: SHAD0Wdump on July 04, 2010, 07:31:30 am

I love how even Amala doesn't know what the fuck's going on.

As for the difference between black & white art vs colored. I don't know. Both are good, the level of detail does not suffer in black & white, although the subtlety of certain details is lost in the uncolored rendition.

I'd say black & white is welcome if you'd prefer to use it. However I must say the color would be missed.

Yeah, I like the color too. I've just never really enjoyed coloring, it always seems like a chore, which is why I suppose it takes me awhile to actually finish coloring. I suppose I'll just stick with it and hope to get better at it over time.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **wolfchild** on **July 04, 2010, 07:55:15 am**

i think that amala should salt a nearby frogman and throw it at the toad thing, hoping its not the great todey one

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **dragnar** on **July 04, 2010, 09:13:56 am**

Quote from: wolfchild on July 04, 2010, 07:55:15 am

i think that amala should salt a nearby frogman and throw it at the toad thing, hoping its not the great todey one

Agreed. Also, awesome. The expressions on everybody's faces after the explosion are just perfect.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **HailFire** on **July 04, 2010, 09:27:22 am**

Wuh-oh, fire breath; that's always *unfortunately* wide-angled.

We need to stagger the troops to minimize casualties; try to surround the Titan while staying *well* out if it's reach so that we can shoot it to death with arrows (and hurled explosive frogmen); our swordsmen and spearmen can protect the archers from the tribesmen.

Falter not, Children of Amanereli! Destroying the dark master of these primitives shall surely crush their morale!

Good to see this is finally back on it's feet!

(don't tell her this, but Amala's positively *adorable* when she's caught off guard)

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Karnewarrior** on **July 04, 2010, 10:14:10 am**

:o

I think we're going to need more salt...

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Diablous** on **July 04, 2010, 10:44:06 am**

Quote from: wolfchild on July 04, 2010, 07:55:15 am

I think that amala should salt a nearby frogman and throw it at the toad thing, hoping its not the great todey one

Shall we try this. Also, it is back! Hurray!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Criptfeind** on **July 04, 2010, 11:05:52 am**

I don't think the salt caused that explosion...

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **dragnar** on **July 04, 2010, 11:13:46 am**

And your point is? It's still an amusing weapon, and if a fluffy wambler can kill a collosus then a frogman can kill a titan easy!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Creamcorn** on **July 04, 2010, 11:15:25 am**

(Examination)
It's a frog Titan, one that can shoot fireballs; I'm surprised Darkerdark even told us that much. I wouldn't be surprised if it can shot an elastic tongue along with fireballs and quite possibly shoot an elastic flaming tongue. If anything it can also probably gather up more than a group of elves with its tongue.

I would also guess that the creature has to be at least two and a half or maybe just two stories high. So I.E. the titan has to be at least thirty-nine to thirty feet tall. That's 11.887 meters or 9.144 meter for you metric people. If this is going by DF rules our elves should average around five to six feet tall or 1.5 meters to 1.8. I also doubt that Amala can handle a titan; don't get me wrong, it's unlikely she's lived long to have fought something like that.

(Conclusion)
If we are going to fight something like that, the only way the elves could defeat it is to use it's natural weaknesses, but than again, this is a titan. I doubt it has any conventional weaknesses, not to mention that the salt angered it in the first place or at least the fighting. So I doubt that it's even worth it to try and fight it.

(Idea)
The only real option at this point (if the frogs are not the creature's keeper) is to blame the frogmen. Judging from the Titan's words, it's probably not happy to see anyone. I would offer one of those elephants (**a live one** and less drugged one, maybe) as a snack to it and try to explain that the frogmen started the whole fight in the first place. Hopefully if things right, the frog titan should kill all the frogmen clear a path for us and let us through and have us never come back.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **dragnar** on **July 04, 2010, 11:19:36 am**

Really our options are quite clear. A) Kill it. B) Bow before the Toady One. I say kill it... but have at least one crazy elf try worshiping it.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Creamcorn** on **July 04, 2010, 11:25:23 am**

Quote from: dragnar on July 04, 2010, 11:19:36 am
Really our options are quite clear. A) Kill it. B) Bow before the Toady One. I say kill it... but have at least one crazy elf try worshiping it.

It's been living underground. I don't think it wants worshipers. It has to be more than a few yards (or dozen meters) away from the main group of elves. If we fire, it will blow fire incinerate the arrows and barbecue the elves.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ragnarok97071** on **July 04, 2010, 11:28:46 am**

we should have amala try some shadow of the colossus style climbing of the titan and shooting it in the eyes. it worked with the elephant, might be worth a try here. otherwise, i've no idea.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **SHADOWdump** on **July 04, 2010, 11:30:07 am**

Quote from: ragnarok97071 on July 04, 2010, 11:28:46 am
we should have amala try some shadow of the colossus style climbing of the titan and shooting it in the eyes. it worked with the elephant, might be worth a try here. otherwise, i've no idea.

You should know the unspoken rule.

That which is awesome, one can only do once.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Creamcorn** on **July 04, 2010, 11:38:34 am**

Quote from: SHADOWdump on July 04, 2010, 11:30:07 am
Quote from: ragnarok97071 on July 04, 2010, 11:28:46 am
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You should know the unspoken rule.
That which is awesome, one can only do once.

Probably true, Amala has already been fighting for more than two updates; we can't be too sure of how much she has left. Plus it would be stupid to send someone that important to solve such a daunting task. The goal is to survive, not look cool and die every turn.

Course, that would just be boring.... I say we feed the druggy elephant to the titan and see what happens!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Lordinquisitor** on **July 04, 2010, 12:03:42 pm**

Quickly try to make peace with the frogmen and ask them whether they know any escape routes. Clearly they are as afraid as the elves.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ed boy** on **July 04, 2010, 12:14:18 pm**

We've been in a situation like this before! we just need to do this...
[Spoiler](#) (click to show/hide)



to these...
[Spoiler](#) (click to show/hide)



Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Demonic Spoon** on **July 04, 2010, 12:25:19 pm**

The elves have to trick the elves into cages? ???

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Creamcorn** on **July 04, 2010, 12:47:04 pm**

[Quote from: Demonic Spoon on July 04, 2010, 12:25:19 pm](#)
The elves have to trick the elves into cages? ???

Sick the elephants? Remember, these elephants are not trained, infact they're on drugs for Armok's sake!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **penguify** on **July 04, 2010, 12:50:09 pm**

Trick the titan into a cage, maybe? We could sell that for a lot!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Creamcorn** on **July 04, 2010, 12:53:15 pm**

[Quote from: penguify on July 04, 2010, 12:50:09 pm](#)
Trick the titan into a cage, maybe? We could sell that for a lot!

That actually sounds like a very good plan. Cages are still indestructible, right? Even so, we only have two cages, both with elephants still inside of them.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **penguify** on **July 04, 2010, 01:04:25 pm**

Can't we make cages instantly? Even if we can't, we have 4 cages containing either hoary marmots or some sort of primate (I don't recall what exactly they were).

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Creamcorn** on **July 04, 2010, 01:14:01 pm**

[Quote from: penguify on July 04, 2010, 01:04:25 pm](#)
Can't we make cages instantly? Even if we can't, we have 4 cages containing either hoary marmots or some sort of primate (I don't recall what exactly they were).

Looking back, it seems we had a cage made for the dead elephant.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **penguify** on **July 04, 2010, 01:18:45 pm**

Oh yes, I too had forgotten about that one. However, I'm not sure how we could trick a two-story tall, fire-breathing, angry amphibian into it.

Maybe we could throw the cage onto it?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Creamcorn** on **July 04, 2010, 01:30:02 pm**

These are elves, not golems.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Armok** on **July 04, 2010, 01:55:23 pm**

Yay! This is updating again! ;D

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **QuakeIV** on **July 04, 2010, 05:20:04 pm**

I prefer color.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Creamcorn** on **July 04, 2010, 05:24:15 pm**

Quote from: QuakeIV on July 04, 2010, 05:20:04 pm

I prefer color.

I'm quite fine without. How about a different scheme? Sepia?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **IronyOwl** on **July 04, 2010, 06:35:13 pm**

I think the color adds greatly to it.

As for the forgotten beast, I say we try diplomacy- politely apologize for waking it up, and assure it that the frogmen will stop attacking us and making so much noise now.

Everyone then tiptoes away quietly and in abject terror, but without being barbecued and eaten. Or at least, the elves get barbecued and eaten less than the frogmen.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Criptfeind** on **July 04, 2010, 06:43:44 pm**

I agree with everything that IronyOwl just said, *Everything*.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Sensei** on **July 04, 2010, 08:28:43 pm**

We need to understand the properties of the frogs more. How long do they take to explode? Do bigger ones have more force? How much salt does it take? Can we keep corpses and use them for later?

Commit ACTS OF SCIENCE on the big one to understand this. But whatever we do...

DO NOT SALT THE TITAN.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Julien Brightside** on **July 04, 2010, 08:29:12 pm**

Amala salts the frogman. The frogman struggles.
Amala throws the frogman. The frogman explodes in a fiery glory.

Does Amala Nightglimmer have over 5 in her killcount now, and does that make her achieve a new title?

I suggest:
Amala Nightglimmer the Deadly Shadow of Forests.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Criptfeind** on **July 04, 2010, 08:38:27 pm**

Quote from: Sensei on July 04, 2010, 08:28:43 pm

Can we keep corpses and use them for later?

Sure, all we need to do is use some preserving agent.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **QuakeIV** on **July 04, 2010, 08:56:36 pm**

Quote from: Sensei on July 04, 2010, 08:28:43 pm

We need to understand the properties of the frogs more. How long do they take to explode? Do bigger ones have more force? How much salt does it take? Can we keep corpses and use them for later?

Commit ACTS OF SCIENCE on the big one to understand this. But whatever we do...

DO NOT SALT THE TITAN.

This is very dwarven, and therefore gets my support.

However, this isnt very elven, so we may not want to go for this.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **RandomNumberGenerator** on **July 04, 2010, 09:19:51 pm**

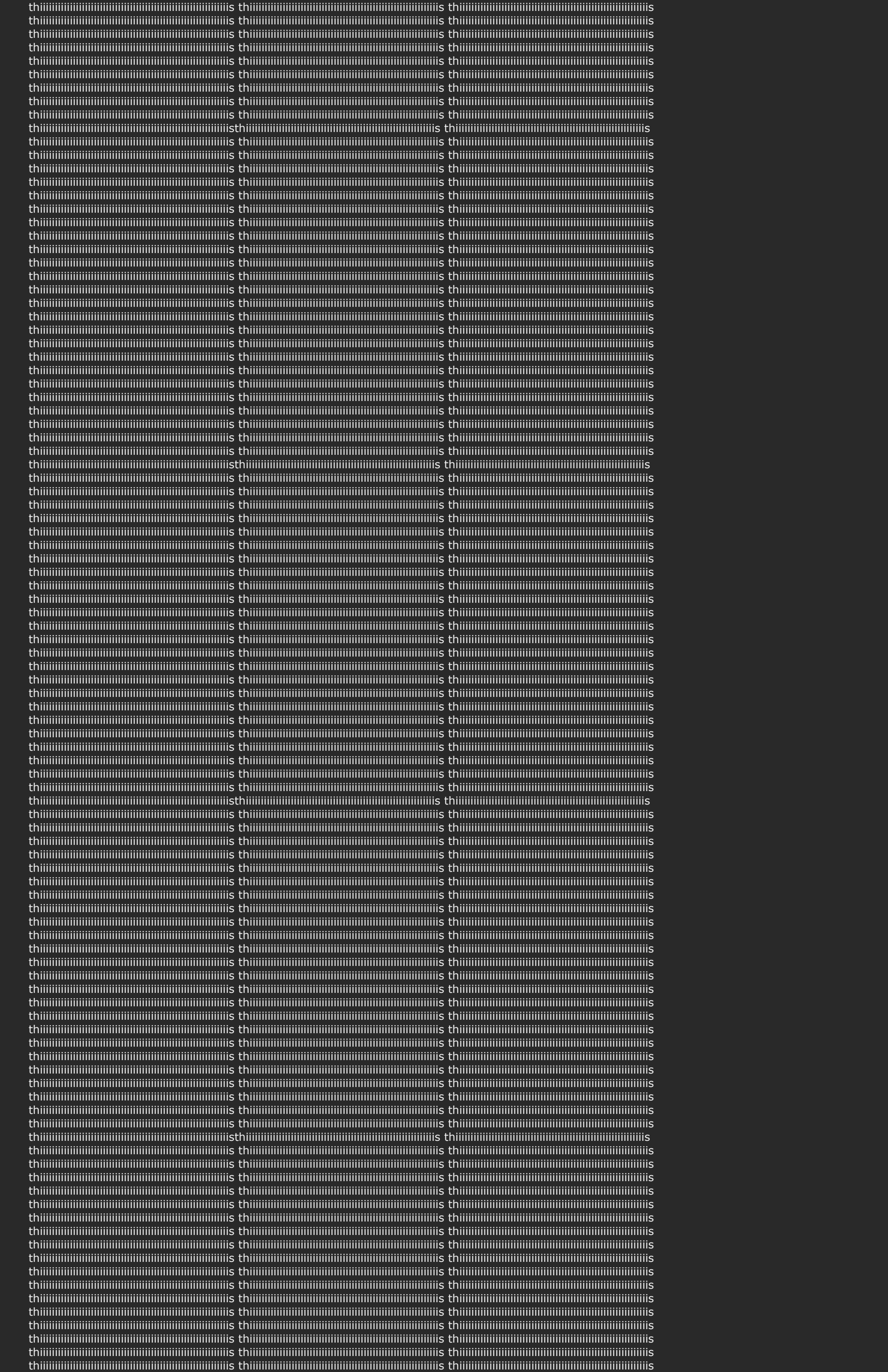
Quote from: penquify on July 04, 2010, 12:50:09 pm

Trick the titan into a cage, maybe? We could sell that for a lot!

Actually, titans have a modifier value of 1, so a captured frogman (~450☼)would be worth more than the titan(~150☼).

If we chose to butcher the titan however, the ~2000 or so pieces of near-worthless meat(2☼) would be worth ~4000 ☼.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **maxicaxi** on **July 04, 2010, 09:31:26 pm**



Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **SHADOWdump** on **July 05, 2010, 06:01:16 am**

That's it, threads over... The Elves are now officially extinct.

Title: Re: Elves of Amanereli - Paint adventure
Post by: wolfchild on July 05, 2010, 06:17:18 am

I want to add to the action that an elth shouting THIIIIIIIS is thrown into the titan, and we will do i every time someone starts going ThIIIIIS

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Haspen** on **July 05, 2010, 06:27:44 am**

Quote from: wolfchild on July 05, 2010, 06:17:18 am

i want to add to the action that an elth shouting THIIIIIIIS is thrown into the titan, and we will do i every time someone starts going ThIIIIIS

...

Oops, damn! I misfired and killed that elf called wolfchild! I'm sooo sorry!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **abculatter_2** on **July 05, 2010, 07:23:02 am**

I wonder how much of this thread is dedicated to people complaining about thiiiiiiiiiiiiiiiiiiiis...

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Armok** on **July 05, 2010, 07:26:38 am**

About thiiiis much.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Creamcorn** on **July 05, 2010, 09:00:59 am**

"Thiiiis" is stupid, I don't care if its sacrilegious. I would rather go with diplomacy than babble, unless of course there's some sort of twist and there will probably be a twist!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Siquo** on **July 05, 2010, 09:26:22 am**

Yell "We're sorry, we'll keep it down from now on!" and silently trundle onwards. :)

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Flaede** on **July 05, 2010, 11:37:13 am**

Why has no one mentioned Queenie's strange visions... (of us?)

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Creamcorn** on **July 05, 2010, 11:49:07 am**

Quote from: Flaede on July 05, 2010, 11:37:13 am

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It didn't involve the princess.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **QuakeIV** on **July 05, 2010, 05:12:39 pm**

Quote from: IronyOwl on July 04, 2010, 06:35:13 pm

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Everyone then tiptoes away quietly and in abject terror, but without being barbecued and eaten. Or at least, the elves get barbecued and eaten less than the frogmen.

Ditto.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **darkflagrance** on **July 05, 2010, 08:00:58 pm**

Wait. How many elves died in that last debacle?

I want to know so that I can calculate exactly how many to feed to the titan to allow enough time for the rest to run away and find miserable deaths that do not involve being devoured by a cruel, ancient maw.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Creamcorn** on **July 05, 2010, 09:37:22 pm**

Quote from: darkflagrance on July 05, 2010, 08:00:58 pm

Wait. How many elves died in that last debacle?

I want to know so that I can calculate exactly how many to feed to the titan to allow enough time for the rest to run away and find miserable deaths that do not involve being devoured by a cruel, ancient maw.

Update 15 lists seven elf deaths and forty six remaining elves.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **maxicaxi** on **July 05, 2010, 10:05:16 pm**

Quote from: Creamcorn on July 05, 2010, 11:49:07 am

Quote from: Flaede on July 05, 2010, 11:37:13 am

Why has no one mentioned Queenie's strange visions... (of us?)

It didn't involve the princess.

i believe that by the end of this the queen will send us an army. we will not come in peace, we will come in war!!!

plogziehieven (The sun has risen! Lets Make war!(a word from the fictional country borogravia))

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Creamcorn** on **July 05, 2010, 10:29:30 pm**

Quote from: maxicaxi on July 05, 2010, 10:05:16 pm

Quote from: Creamcorn on July 05, 2010, 11:49:07 am

Quote from: Flaede on July 05, 2010, 11:37:13 am

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I say screw fate and destiny!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **maxicaxi** on **July 05, 2010, 10:35:38 pm**

[Quote from: Creamcorn on July 05, 2010, 10:29:30 pm](#)

[Quote from: maxicaxi on July 05, 2010, 10:05:16 pm](#)

[Quote from: Creamcorn on July 05, 2010, 11:49:07 am](#)

[Quote from: Flaede on July 05, 2010, 11:37:13 am](#)

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I say screw fate and destiny!

we have not been elvish enough! what about eating the dead, making war, and ruling the world!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **HailFire** on **July 05, 2010, 11:24:38 pm**

[Quote from: maxicaxi on July 05, 2010, 10:35:38 pm](#)

we have not been elvish enough! what about eating the dead, making war, and ruling the world!

You're not thinking about this hard enough.

We're *merchants*. The first caravan is the one where we blaze the trail to the mountainhome and establish ties to the dwarves, working out supplies and demands for future trade.

The second caravan is the one where the road is made safe, and where we bring our most valuable/desired items in order to buy the dwarves out of their weapons.

The third caravan is the one where the dwarves meet Cero Glossportals.

After that, the fourth caravan will inevitably be filled with steel-clad berserker-cannibals.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Flaede** on **July 06, 2010, 02:10:28 am**

[Quote from: HailFire on July 05, 2010, 11:24:38 pm](#)

...After that, the fourth caravan will inevitably be filled with steel-clad berserker-cannibals.

Chanting their fearsome war-cry... **OM NOM NOM NOM NOM!**

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **dragnar** on **July 06, 2010, 07:28:23 am**

So which caravan is the one that gets melted in magma?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Creamcorn** on **July 06, 2010, 07:34:25 am**

[Quote from: dragnar on July 06, 2010, 07:28:23 am](#)

So which caravan is the one that gets melted in magma?

The human one.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Urist Imiknorris** on **July 06, 2010, 12:44:07 pm**

Read through most of the thread just now, and I agree with the "politely/respectfully apologize and run away quietly" plan.

I just know that there will be an inorganic-demon-led goblin siege at the end of this, just as we're getting ready to leave the dwarven fortress.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Karnewarrior** on **July 06, 2010, 03:18:52 pm**

But... But... We were going to take the route through the gobbo fortress already... :(

:P

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Urist Imiknorris** on **July 06, 2010, 08:33:36 pm**

I sense a new avatar awaits me in this thread.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Creamcorn** on **July 06, 2010, 08:45:44 pm**

[Quote from: Urist Imiknorris on July 06, 2010, 08:33:36 pm](#)

I sense a new avatar awaits me in this thread.

But that Giygas avatar suits you so nicely.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Askot Bokbondeler** on **July 06, 2010, 09:14:18 pm**

Quote from: cowofdoom78963 on July 05, 2010, 01:40:51 am
Ever salted a frog?

did you?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **QuakeIV** on **July 07, 2010, 01:26:01 pm**

Not on my watch this thread wont.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **maxicaxi** on **July 08, 2010, 01:32:29 am**

update!!!!!!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **DarkerDark** on **July 08, 2010, 01:43:46 am**

The elves watch in stunned silence as the Titan emerges from the crater. One elf, chewing on a long piece of grass looks on and quietly comments, "I'm betting that Titan is at least thirty nine to thirty feet tall, and we're, on average... What? Five foot? I wouldn't be surprised if it could shoot an elastic flaming tongue with the ability to scoop up several hapless victims at once."



He sniffs, chewing the blade of grass as he looks on, completely unsurprised as the Titan does just as he predicted, "I hate being right."

Elf Deaths: 8
Elves Remaining: 45

The thirty foot creature, having just swallowed an elf and a frogman with a quick flick of it's flaming tongue, immediately sets upon Amala, stooping down to stare her in the eye.



Not one to be intimidated by a timeless horror of the old world, she sprinkles the Titan with a bit of salt. It is ineffective.

The Titan retaliates with a swift flick of his slimy finger. Amala is propelled away by the force of the blow!





Amala slams into an obstacle, one of the pack mules. Barrels of strawberry wine blow apart and the Ranger Captain falls to the ground.

She slips into unconscious.

A few of the elves, after witnessing the power of this beast, decide to plead with the thirty foot behemoth, "Oh great and powerful Titan, whose name has stretched across the Ages! Forgive us for disturbing you from an evening of peaceful silence, but we were beset by these murderous frogmen! It wasn't our intention to bring about your wrath, oh great Titan of the swamps! Please, grant us mercy! We beg of you! Mercy and you will have peace!"

The Titan considers these words for a moment before bellowing, "Grrah! You woke me from my slumber! Nobody wakes the great Ngusnogsted Obngot from his slumber! Now you must pay the price! Bloodshed!"



The Titan muses for a moment, looking towards Amala, her prone form awash in Strawberry wine, "Or, booze... Booze will do just as well." He croaks and then bellows once again, "YES! GRAAAGH! You will appease Ngusnogsted Obngot with a tribute of booze to wipe his memory of that accursed, horrible singing! And then you will sing no more!"

"We will do as you command!" The elves reply, "We will no longer sing our traveling songs!"

This does not sit well with one elf, and he bursts from the group, shaking his fist wildly, "Hey! We are the children of Amanereli! We do as we please and we sing what we will! None but the Queen can snuff our right to song! The Elves of Amanereli lower their voices for no one!" He suddenly starts singing angrily, repeating many verses of the popular traveling song, "Thiiis".



With Amala unconscious, there is no elf here willing to use excess force to quell one of their own. Will the Elves of Amanereli join their brave brother in song and drive the beast back to the depths from which it came, or will they attempt to defuse the situation with diplomacy?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ein** on **July 08, 2010, 01:49:26 am**

That elf is clearly a traitor.
Toss him to the titan and give it some booze.
If we have any fruit, we can let it ferment on the way to the dwarves, providing us with some replacement, otherwise we can pick some berries on the way there for the same purpose.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **dragnar** on **July 08, 2010, 01:49:54 am**

Throw the idiot to the titan, then give it the booze it wants.
Quote from: DarkerDark on July 08, 2010, 01:43:46 am



This is pure awesome. We must train this nonchalant elf into a badass. Tis only fitting.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ultimuh** on **July 08, 2010, 01:52:32 am**

I am with ein on this one..
Offer that one elf as an apetizer and then give the titan what it wants.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Digital Hellhound** on **July 08, 2010, 02:01:56 am**

Agreed, just throw the elf and the booze to him.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **wolfchild** on **July 08, 2010, 02:25:20 am**

I agree, apease the titan also
Quote from: dragnar on July 08, 2010, 01:49:54 am

Throw the idiot to the titan, then give it the booze it wants.
Quote from: DarkerDark on July 08, 2010, 01:43:46 am



This is pure awesome. We must train this nonchalant elf into a badass. Tis only fitting.

^Perfect

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **maxicaxi** on **July 08, 2010, 02:29:16 am**

i (since it is of cause i that keeps singing thiiiis thiiiiis) walk into the titans mouth because of massive face palm

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Dorten** on **July 08, 2010, 02:31:29 am**

Quote from: Ultimuh on July 08, 2010, 01:52:32 am

I am with ein on this one..
Offer that one elf as an apetizer and then give the titan what it wants.

Thiiiiiiiis!

Errr...

Sorry, ::).

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Acanthus117** on **July 08, 2010, 02:55:48 am**

Quote from: wolfchild on July 08, 2010, 02:25:20 am

I agree, apease the titan also
Quote from: dragnar on July 08, 2010, 01:49:54 am
Throw the idiot to the titan, then give it the booze it wants.
Quote from: DarkerDark on July 08, 2010, 01:43:46 am



This is pure awesome. We must train this nonchalant elf into a badass. Tis only fitting.

^Perfect

HE MUST BECOME THE KING OF AWESOME

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ninteen45** on **July 08, 2010, 03:13:40 am**

Get him drunk, then blind him, then add him to the loot.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Siquo** on **July 08, 2010, 03:50:39 am**

Quote from: Ninteen45 on July 08, 2010, 03:13:40 am

Get him drunk, then blind him, then add him to the loot.

This. So This.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Acanthus117** on **July 08, 2010, 03:52:34 am**

OH.

MY.

GOD.

Taming the forgotten beast is certainly the answer!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Siquo** on **July 08, 2010, 03:54:18 am**

Put herbs in the booze, to make it more sleepy!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **maxicaxi** on **July 08, 2010, 04:06:01 am**

Quote from: Siquo on July 08, 2010, 03:54:18 am

Put herbs in the booze, to make it more sleepy!

this. with one I.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **IronyOwl** on **July 08, 2010, 04:24:28 am**

Quote from: Siquo on July 08, 2010, 03:54:18 am

Put herbs in the booze, to make it more sleepy!

Oh my god yes.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Haspen** on **July 08, 2010, 07:21:37 am**

Quote from: IronyOwl on July 08, 2010, 04:24:28 am

Quote from: Siquo on July 08, 2010, 03:54:18 am

Put herbs in the booze, to make it more sleepy!

Oh my god yes.

This will end horribly hillarious.

Thirde-seconded.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ed boy** on **July 08, 2010, 07:29:08 am**

Plan 1: Reason with the titan. Tell it that although you have some booze with you now, you will be able to return with more in the future, if it lets you go now. Offer to let it keep the lippy elf hostage so you have an incentive to return.

Plan 2: Perform a montage with the frogmen and titans showing that it doesn't matter what species you are, you can all learn to get along and live together, if you will just forgive minor mistakes (like this one).

Once they are appeased, offer to share the glory and wealth of the elven empire with them. At first offer them simple goods, like clothing

and booze. Once they start to trust you, get them to start smoking some assorted herbs. As time passes, smoking the herbs will become the norm, and the entire frogman society will be addicted.

Once they are dependant, the elves can restrict supply. Make up some story about how bad crops and all that. Prices will rise, and the elves can plunder the wealth of the frogman empire, ravaging their lands and emptying their stockpiles.

Once they are out of material goods, they will be given many tasks to perform in return for more herbs. Megaprojects can be built. They will have no purpose in themselves, but if the frogmen and titan are kept working hard, they will not cause many problems in the later stages of the plan.

The elves can then work on reforming the society and social attitudes of the frogmen. Although the elves and frogmen will be nominally equal, in effect the elves will be in a superior class in society. The goblin threat will be exaggerated (to provide a scapegoat) and the elves will be portrayed as all those keeping the goblin threat at bay. The news that reaches the frogmen will be heavily censored, and the children (being much more impressionable) will be doctriated with elven teachings, and taught to be spies within the frogmen ranks.

A secret police will have to be established. They will look out for troublesome frogmen (who will be branded as "goblin spies"). Although not many in number, their successes will be well-publicised, and exaggerated. Those who might speak out will be silenced by the secret police, and those who have been brainwashed will turn in anyone who speaks out.

Once the society is stable, then the language will be changed. If the language is simplified, then the minds of the frogmen will be simplified with time. They will not be required for anything more than maual labour, so the frogmen language must be reduced to as few words and concepts as possible, with unfavourable concepts being eliminated from the dicionary.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **maxicaxi** on **July 08, 2010, 07:30:10 am**

Quote from: ed boy on July 08, 2010, 07:29:08 am
-snip-
veto

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Haspen** on **July 08, 2010, 07:33:53 am**

WAAAAIT!

Give him that elf.

Give him some booze.

Give him some herbs.

Then tame him :3

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Siquo** on **July 08, 2010, 08:24:23 am**

Quote from: ed boy on July 08, 2010, 07:29:08 am
[etc][etc]
We're elves, not the USA.

(Cheap, I know ;))

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Creamcorn** on **July 08, 2010, 08:38:30 am**

HOORAY! Update!

I'm changing my style right now. If I do the same analysis, it might get more than one person killed. Though, it was fun to see.

Common sense stuff
-First off, besides trading cloth and sunshine to dwarfs, elves are good for only one other thing. Dying, what else are they going to do with their infinite life span?
----With that first thought in mind, I say we either shoot the winy elf where he stands or dump him in the booze to feed him to the titan. Or we could do both!
-This is a titan. His needs are obviously larger than that of a normal elf, dwarf or human. He will need alot of booze to get drunk enough for us to trick into leading into a cage. Let's ze, on average the volume of the human stomach is a little over one gallon, so 1.10 gallons (4.16 liters). That said the average dwarf drinks at least three to two times a month in fortress mode (the same goes for elves and humans). Since this is basically that, I'd say that this Titan needs at least six units of booze (a frog's stomach is fairly similar to ours) to feel hydrated and on average a barrel of booze carried by all caravans carries twenty-five units of alcohol.
----Since these elves have been represented so far as a bunch of pot smoking happy go lucky suicidal insane idiots, I'll go on a limb and say that their stuff if pretty hard shit. One barrel of booze and a few decent herbs (and a drugged elf) should be enough for the titan to get decently hammered, one and a half for good measure.
-Course, if we leave the titan in a cage we lose a decent body guard.

My Diplomatic approach.

Spoiler: Our inventory (click to show/hide)
20 mules
2 caged elephants
1 caged dead elephant
4 caged hoary marmots
60 barrels of strawberry wine
58 Barrels of Strawberry win
10 bundles of rope reed cloth
10 baskets of various berries
10 bins of wooden goods
10 barrels of assorted herbs (cooking herbs included)
10 of the highest quality rope reed blankets
10 spindles of rope reed rope
8 bundles of wood blessed by the druids, (2 had been converted into cages)
9 bags of provisions (dried fruits and seeds)

We agree with the titan to stop singing and give him two barrels of booze to spare our caravan. One to sip and one to keep before he goes back to sleep. We also say that if he guides us to the edge of the swamp we will give him an extra barrel of booze with the selling line that it will "Condense his entire million years of life into the single moment when he has a sip of this booze." We secretly roofie his drink on the way and don't forget to put as many delicious edibles into it on the way.

If we make it to the end, we should hand him his barrel of booze and state "that the drink will go flat if he doesn't drink every last drop of it in the next ten minutes." We **slowly and discreetly** back from him as he has the last few drinks. After he falls to the ground, we **hurry** the hell up to get him into a cage. One of the elephants should help, say that the titan will burn us all alive if he isn't in a cage to get the elephant to work. After that is all said and done, we make up a good story to explain how we dealt with the titan to Amala. With the story specifically mentioning that Amala did not get hit by the titan. I don't want to see her kill a perfectly good titan.

Quote from: ed boy on July 08, 2010, 07:29:08 am

[etc][etc]

You are thinking waaaaaaay too much in long terms.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Cheetar** on **July 08, 2010, 08:57:15 am**

Quote from: ed boy on July 08, 2010, 07:29:08 am

[best plan ever]

Whoah.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Taco Dan** on **July 08, 2010, 09:05:22 am**

Ed boy had a good idea, but we should make the montage into a musical number with choreographed dances.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **dragnar** on **July 08, 2010, 10:30:00 am**

Quote from: Haspen on July 08, 2010, 07:21:37 am

Quote from: IronyOwl on July 08, 2010, 04:24:28 am

Quote from: Siquo on July 08, 2010, 03:54:18 am

Put herbs in the booze, to make it more sleepy!

Oh my god yes.

This will end horribly hilarious.

Thirde-seconded.

Yes. I change my vote to this. Though we should still make the nonchalant elf a badass at some point.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Urist Imiknorris** on **July 08, 2010, 10:31:26 am**

Quote from: dragnar on July 08, 2010, 10:30:00 am

Quote from: Haspen on July 08, 2010, 07:21:37 am

Quote from: IronyOwl on July 08, 2010, 04:24:28 am

Quote from: Siquo on July 08, 2010, 03:54:18 am

Put herbs in the booze, to make it more sleepy!

Oh my god yes.

This will end horribly hilarious.

Thirde-seconded.

Yes. I change my vote to this. Though we should still make the nonchalant elf a badass at some point.

This. Also gag the singer and get the titan too smashed to remember that he's not one of the frogmen.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Acanthus117** on **July 08, 2010, 10:31:43 am**

Let's call him Herb.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Doomshifter** on **July 08, 2010, 10:38:15 am**

I am all for getting the titan stoned.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Julien Brightside** on **July 08, 2010, 11:33:20 am**

I say we should at least give him 10 barrels of wine (or more if needed), and with promise to come by with more on later merchant trips.

Remember what happened when we tried to be scrooging with a dead elephant?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ragnarok97071** on **July 08, 2010, 11:52:34 am**

I vote for the "get him to guide us and then slip him a roofie" plan.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Urist Imiknorris** on **July 08, 2010, 12:10:11 pm**

Quote from: ragnarok97071 on July 08, 2010, 11:52:34 am

I vote for the "get him to guide us and then slip him a roofie" plan.

The current plan seems to be "slip him a roofie then get him to guide us then bung him in a cage."

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ragnarok97071** on **July 08, 2010, 12:25:06 pm**

but do we really want to trust some high Toad to guide us out of the forest? I have a feeling he'll just go back in his hole and make some weird sandwich.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Armok** on **July 08, 2010, 03:32:31 pm**

This story is so aweosme in so many ways I don't know where to even begin. :')

I agree with getting the titan stoned. Also get the rebellious elf stoned, in the other meaning of the word. or just fried.
And get the elf that were right and hated it a medal.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Aglathan** on **July 09, 2010, 05:44:36 am**

We elves protect our kind! (or eat them if they are tasty)

Lets drug the monster up I say, lets kill him in his sleep

And lets all sing together around a big bonfire (Titan meat for everyone?)

"Thiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiis"

Quote from: ed boy on July 08, 2010, 07:29:08 am
[Great Plan]

Or This

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **QuakeIV** on **July 10, 2010, 09:46:01 pm**

Quote from: Creamcorn on July 08, 2010, 08:38:30 am
Kickass plan.

Hell yes.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **DarkerDark** on **July 11, 2010, 10:20:46 am**

The titan scoops up the singing elf and chomps into it as though he were some sort of musical snack-bar. The titan chews softly, testing his palette with the elf flesh. After a few moments he loudly proclaims, "God, this elf is sooo good. I mean, seriously, it's like a little taste of heaven... I could eat like, a dozen of these."



Elf Deaths: 9
Elves Remaining: 44

The Elves of Amanereli quickly unload their largest barrel of Strawberry wine and stuff it with a handful of assorted 'special' herbs as the Titan busies itself with it's snack.

Bowing low, an elf speaks to the Titan, "Oh, great and powerful lord of the Whispering Marsh, will you not guide us out of the swamp? We will be happy to pay you with extra tribute, as much of the finest wine you can drink!"

The Titan gives the elf a sour look and snaps out in a booming voice, "What the hell do I look like to you? A f#\$\$@ing tourguide? No! I'm not guiding you out of the damn swamp! Now give me that booze!" It greedily grabs the barrel of wine and tears into it like a can of beer, "You show a little bit of mercy, and suddenly people think you're mister favours... Yeesh! Elves!"



It downs the barrel of wine as though it were a shot of water and smacks it's lips, "Now that was good stuff, not as good as the elf, but good all the same." It helps itself to another barrel, chugging it down like the last... Then another... And another... Like a frat boy at his first house party, the Titan keeps knocking back the booze.

Soon, it drinks itself into a stupor, but not before polishing off nine barrels of strawberry wine, two of those laced with herbs. It reaches over and plucks Amala's hat off the ground, slapping it onto it's head, "Look!" It proclaims loudly in a mocking tone, "I'm an elf! I make out with trees and taste delicious! Har har har!"



"But seriously, you guys taste f#@\$ing delicious."



Congratulations, the Titan is pissed drunk. But it appears that the herbs aren't having much of an effect on it, or maybe they are, he's just not showing the symptoms? In any case, the Titan is not willing to show the Elves out of the swamp. Does this call for a change of plans, or will the Elves of Amanereli continue filling the Titan with Strawberry wine in a hope that it eventually passes out?

- Inventory:*
Spoiler (click to show/hide)
20 mules
2 caged elephants
1 caged dead elephant
4 caged hoary marmots
48 barrels of strawberry wine (2 destroyed, 10 consumed by the Titan)
10 bundles of rope reed cloth
10 baskets of various berries
10 bins of wooden goods
9 barrels of assorted herbs (cooking herbs included)
10 of the highest quality rope reed blankets
10 spindles of rope reed rope
8 bundles of wood blessed by the druids
9 bags of provisions (dried fruits and seeds)

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **dragnar** on **July 11, 2010, 10:27:56 am**

Keep the booze coming! We must capture the titan!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Diablous** on **July 11, 2010, 10:30:43 am**

Quote from: dragnar on July 11, 2010, 10:27:56 am
Keep the booze coming! We must capture the titan!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **SHADOWdump** on **July 11, 2010, 10:31:33 am**

Every time you convey characters in a state of FUBAR, it brings a smile to my face.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Robocorn** on **July 11, 2010, 10:38:46 am**

The Titan's name is in goblin so we must smear green glop on our faces and pretend to be goblins. Obviously goblins taste terrible.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **SHADOWdump** on **July 11, 2010, 10:41:21 am**

Quote from: Robocorn on July 11, 2010, 10:38:46 am
The Titan's name is in goblin so we must smear green glop on our faces and pretend to be goblins. Obviously goblins taste terrible.

This idea is friggin' brilliant.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Lordinquisitor** on **July 11, 2010, 10:51:36 am**

I say we fill it with more booze. It`s a nice fellow!

And then.. Then we provoke him and hope that he uses his fire breath. Remember: He is now filled with booze.

HRR HRR!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Creamcorn** on **July 11, 2010, 10:52:43 am**

It's pretty obvious, just tell him there's more booze at the end of the swamp. Also Amala is going to **PISSED** when she wakes up.

If and when he does get to the end, with us in tow, tell him that the booze is invisible. He needs to drink more booze to see it. When he passes out, cage him.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **HailFire** on **July 11, 2010, 11:57:07 am**

I can't believe that actually worked.

ED: Also, getting a titan that attacks your caravan in the marshes drunk off his ass should be a Power Goal.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Armok** on **July 11, 2010, 12:22:49 pm**

This is brilliant.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ochita** on **July 11, 2010, 12:33:51 pm**

Now! tip the arrows with some of the herbs to make it drop faster.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Siquo** on **July 11, 2010, 12:45:27 pm**

Tell him we saw a really luscious female titan toad along our way, just over there (point at human lands direction). Who knows, he might be interested.

And do try to wake up Amala. You know, just in case.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **SHADOWdump** on **July 11, 2010, 01:10:11 pm**

So many awesome ideas!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **IronyOwl** on **July 11, 2010, 01:19:35 pm**

Maybe the herbs aren't working because they're not meant to be eaten? Try smoking up a storm near him, or maybe rolling him a battering ram sized joint.

Keep feeding him booze regardless. *I want that titan.*

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Robocorn** on **July 11, 2010, 01:29:26 pm**

Quote from: Lordinquisitor on July 11, 2010, 10:51:36 am

I say we fill it with more booze. It`s a nice fellow!

And then.. Then we provoke him and hope that he uses his fire breath. Remember: He is now filled with booze.

HRR HRR!

He's filled with **wine**
have you ever tried to light wine on fire? It just doesn't happen.

I'll take this time to reiterate his ridiculous name is in goblin so he must love goblins or something. The amphibian men certainly didn't name him in goblin. So we must smear ourselves with green slime and rub red stuff on our hair to convince him we're goblins and that we're cool.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Haspen** on **July 11, 2010, 01:42:47 pm**

flips through goblin dictionary on the side

Ngusnogsted Obngot... Toadlarge One...

OH MY GOD.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **dragnar** on **July 11, 2010, 01:45:41 pm**

And you're surprised by this? A giant toad titan appears to tell us to stop singing just after Toady posts to stop the 'thiiiiis' spam? We know it's Toady One... That's why we must capture it.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Austinthecat** on **July 11, 2010, 01:48:12 pm**

I say we keep giving him more booze.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Haspen** on **July 11, 2010, 01:54:42 pm**

Quote from: dragnar on July 11, 2010, 01:45:41 pm

And you're surprised by this? A giant toad titan appears to tell us to stop singing just after Toady posts to stop the 'thiiiiis' spam? We know it's Toady One... That's why we must capture it.

But but but... if we will sell him to dwarves, who will...

thinks a little. Toady to dwarves = ?

WE'RE MAKING HISTORY. Booze him and capture him!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Urist Imiknorris** on **July 11, 2010, 02:46:40 pm**

Let us all smoke herbs. Give the frogmen some to smoke as well.

And roll the titan a gigantic joint too. If he likes it, tell him we'll send him (a dozen barrels) more with the next caravan.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **IronyOwl** on **July 11, 2010, 02:53:52 pm**

...don't say it out loud. You know these people, *they can't be trusted*.

Don't say it, don't say it, don't say it...

...

...

...he might get high if he ate a wasted elf. Or frog, but we don't know how those taste.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Julien Brightside** on **July 11, 2010, 05:00:34 pm**

I say we vamoose out of the swamp. I doubt the frogmen will fight us now.

But honestly, a drunk titan, thats hilarious.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **QuakeIV** on **July 11, 2010, 05:02:05 pm**

The titan must be captured at all costs.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **abculatter_2** on **July 11, 2010, 05:08:34 pm**

If the caravan doesn't completely die here I can't wait for whatever hilarious fate awaits it.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Siquo** on **July 11, 2010, 05:15:26 pm**

Quote from: dragnar on July 11, 2010, 01:45:41 pm

We know it's Toady One...

"So Mr Toad Titan, have you ever thought about making games? With dwarves and magma?"

Recursion!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Askot Bokbondeler** on **July 11, 2010, 05:51:00 pm**

let's give him more booze in tribute, perhaps he'll forget the dwarves and start working on "slaves to armok III: elven caravan"

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **dragnar** on **July 11, 2010, 06:16:21 pm**

Quote from: QuakeIV on July 11, 2010, 05:02:05 pm

The titan must be captured at all costs.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Luke_Prowler** on **July 11, 2010, 06:57:22 pm**

Don't get the Titan high! You know what happens when people get high? *They get the munchies!*

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Bandages** on **July 11, 2010, 06:58:09 pm**

Quote from: Luke Prowler on July 11, 2010, 06:57:22 pm

Don't get the Titan high! You know what happens when people get high? *They get the munchies!*

Not to mention the constant foreshadowing of "OH MAN YOU GUYS TASTE GREAT"

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **IronyOwl** on **July 11, 2010, 09:55:05 pm**

Quote from: Luke Prowler on July 11, 2010, 06:57:22 pm
Don't get the Titan high! You know what happens when people get high? *They get the munchies!*

True, but he'd *also* be smashed from the wine. The point of the herbs is really to finish knocking him out, not because we want a high titan (well maybe some of that).

Besides, whatever the danger, **NOTHING** will give us more respect from the dwarves than showing up with a drunk, passed out titan larger than the rest of our caravan combined in a cage.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **maxicaxi** on **July 11, 2010, 10:23:59 pm**

Quote from: Askot Bokbondeler on July 11, 2010, 05:51:00 pm
let's give him more booze in tribute, perhaps he'll forget the dwarves and start working on "slaves to armok III: elven caravan"

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Dorten** on **July 11, 2010, 10:45:17 pm**

Quote from: Robocorn on July 11, 2010, 01:29:26 pm
He's filled with **wine**
have you ever tried to light wine on fire **in DF**? It **happens all the time!**.

Fixed that for you :P

But I'm for getting high titan, not blown to pieces one.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Askot Bokbondeler** on **July 12, 2010, 12:29:33 am**

nope, it doesn't. it's been explained often on these forums and you should know, what catches on fire are the barrels, and the booze just boils

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Dorten** on **July 12, 2010, 12:52:16 am**

Anyway, boiling wine in his body will produce lots of steam, exploding it. Same result, but a bit less charred.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **HailFire** on **July 12, 2010, 12:56:02 am**

Quote from: Dorten on July 12, 2010, 12:52:16 am
Anyway, boiling wine in his body will produce lots of steam, exploding it. Same result, but a bit less charred.

Uhh, yeah, him breathing fire probably isn't going to boil the contents of his stomach, or just using it would kill him whether or *not* he had gratuitous amounts of wine in him.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Dorten** on **July 12, 2010, 01:03:56 am**

Quote from: HailFire on July 12, 2010, 12:56:02 am
Quote from: Dorten on July 12, 2010, 12:52:16 am
Anyway, boiling wine in his body will produce lots of steam, exploding it. Same result, but a bit less charred.

Uhh, yeah, him breathing fire probably isn't going to boil the contents of his stomach, or just using it would kill him whether or *not* he had gratuitous amounts of wine in him.

Naah, he's just always being very careful with his fire. But now, while he's drunk... Don't argue with me, I drunk a lot of coffee today, and will not surrender to any reasons!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Askot Bokbondeler** on **July 12, 2010, 01:10:17 am**

coffee doesn't ignite either

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Dorten** on **July 12, 2010, 01:26:18 am**

That's why you can't argue with me! I can flame as much as I please and as much as Toady lets me. And I will not ignite from it!

The titan on the other hand...

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Lordinquisitor** on **July 12, 2010, 07:38:53 am**

Quote from: Robocorn on July 11, 2010, 01:29:26 pm
Quote from: Lordinquisitor on July 11, 2010, 10:51:36 am
I say we fill it with more booze. It's a nice fellow!

And then.. Then we provoke him and hope that he uses his fire breath. Remember: He is now filled with booze.

HRR HRR!

He's filled with **wine**
have you ever tried to light wine on fire? It just doesn't happen.

I assumed that this was some kind of weird wine/pure alcohol mixture for the elves were going to sell it to the dwarves. It is known that the dwarves only drink booze with at least 80% alcohol. Common knowledge!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ninteen45** on **July 12, 2010, 07:52:18 am**

Quote from: IronyOwl on July 11, 2010, 09:55:05 pm
NOTHING will give us more respect from the dwarves than showing up with a drunk, passed out titan larger than the rest of our caravan combined in a cage.

I say we do this. worst best case, the elves are fed to him by the dwarves.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Dariush** on **July 12, 2010, 08:17:41 am**

I vote that herbs are to be burned and the smoke is to put under titan's nose so that it inhales it and passes out. If it fails, give some more booze and then send some spear/swordelves behind his back to slash his head off ;D

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **SHADOWdump** on **July 12, 2010, 09:05:16 am**

Quote from: Dariush on July 12, 2010, 08:17:41 am
slash his head off ;D
We want him alive.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Robocorn** on **July 12, 2010, 09:19:59 am**

Quote from: Lordinquisitor on July 12, 2010, 07:38:53 am
Quote from: Robocorn on July 11, 2010, 01:29:26 pm
Quote from: Lordinquisitor on July 11, 2010, 10:51:36 am
I say we fill it with more booze. It`s a nice fellow!
And then.. Then we provoke him and hope that he uses his fire breath. Remember: He is now filled with booze.
HRR HRR!
He's filled with **wine**
have you ever tried to light wine on fire? It just doesn't happen.

I assumed that this was some kind of weird wine/pure alcohol mixture for the elves were going to sell it to the dwarves. It is known that the dwarves only drink booze with at least 80% alcohol. Common knowledge!
Beer has between 1% and 10% alcohol wine is usually between 10% and 16% but can get to around 20% if fortified. anything higher (like rum or gin) is usually referred to as a spirit but the fermentation process has trouble achieving levels of acohol over 60% and because we're in the middle ages, the fact that dwarves drink dwarven beer and dwarven ale admits that they aren't as heavy drinkers as once thought. I'm guessing the most alcoholic beverage is sunshine because it is presumably like moonshine which has between 80 and 120 proof,(which is likely why it is the most valuable.
</rant>

I think booze might be RESISTABLE:BY_SIZE I'm going to hold fast to the idea of dressing up as goblins and getting him to be the (largely useless) law giver.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Julien Brightside** on **July 12, 2010, 12:35:31 pm**

Say, can we roll the herbs into a carpet and pass it off as a "soothing and relaxing" thing that goes well together with beer? The titan can lit it on fire, or we can help him.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Flaede** on **July 12, 2010, 11:55:52 pm**

Quote from: Askot Bokbondeler on July 11, 2010, 05:51:00 pm
let's give him more booze in tribute, perhaps he'll forget the dwarves and start working on "slaves to armok III: elven caravan"

Slaves to Armok III: Sylvan Trail.

Seriously though. I have a plan: point out that the frogmen haven't brought any booze yet. They should totally contribute the the kegger we've got going on.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ninteen45** on **July 13, 2010, 12:28:34 am**

NO!

We want the Titan, obtain the Titan!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Samthere** on **July 14, 2010, 08:48:27 am**

> take Titan

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Lordinquisitor** on **July 14, 2010, 09:16:48 am**

Quote from: Robocorn on July 12, 2010, 09:19:59 am
Quote from: Lordinquisitor on July 12, 2010, 07:38:53 am
Quote from: Robocorn on July 11, 2010, 01:29:26 pm
Quote from: Lordinquisitor on July 11, 2010, 10:51:36 am
I say we fill it with more booze. It`s a nice fellow!
And then.. Then we provoke him and hope that he uses his fire breath. Remember: He is now filled with booze.
HRR HRR!
He's filled with **wine**
have you ever tried to light wine on fire? It just doesn't happen.

I assumed that this was some kind of weird wine/pure alcohol mixture for the elves were going to sell it to the dwarves. It is known that the dwarves only drink booze with at least 80% alcohol. Common knowledge!
Beer has between 1% and 10% alcohol wine is usually between 10% and 16% but can get to around 20% if fortified. anything higher (like rum or gin) is usually referred to as a spirit but the fermentation process has trouble achieving levels of acohol over 60% and because we're in the middle ages, the fact that dwarves drink dwarven beer and dwarven ale admits that they aren't as heavy drinkers as once thought. I'm guessing the most alcoholic beverage is sunshine because it is presumably like moonshine which has between 80 and 120 proof,(which is likely why it is the most valuable.
</rant>

I think booze might be RESISTABLE:BY_SIZE I'm going to hold fast to the idea of dressing up as goblins and getting him to be the (largely useless) law giver.

Dwarves can also create alcohol ex nihillo, or how do they manage to fill a barrel of booze with the fermented remains of one strawberry?
:P

But anyway: Go for the captured titan.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Taco Dan** on **July 14, 2010, 09:20:53 am**

Quote from: Samthere on July 14, 2010, 08:48:27 am

> get ye Titan

Fix'd

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Urist Imiknorris** on **July 14, 2010, 10:40:16 am**

Quote from: Taco Dan on July 14, 2010, 09:20:53 am

Quote from: Samthere on July 14, 2010, 08:48:27 am

> get ye Titan

Also

Quote from: Flaede on July 12, 2010, 11:55:52 pm

Seriously though. I have a plan: point out that the frogmen haven't brought any booze yet. They should totally contribute the the kegger we've got going on.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Mangled** on **July 14, 2010, 05:44:35 pm**

Indeed, why should we give him all our booze?
The Frogmen started it.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Iituem** on **July 14, 2010, 06:28:21 pm**

Quote from: Taco Dan on July 14, 2010, 09:20:53 am

Quote from: Samthere on July 14, 2010, 08:48:27 am

> get ye Titan

Fix'd

You cannot get ye titan.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **QuakeIV** on **July 14, 2010, 07:18:49 pm**

We have 48 elves, surely this titan will be captured with ease, a few casualties yes, but we are the elves of amanereli! We can take whatever we want!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Urist Imiknorris** on **July 14, 2010, 08:53:19 pm**

And the Titan can burn whatever we don't want!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Solifuge** on **July 15, 2010, 11:53:58 am**

Problems:
1) The titan is huge and powerful.
2) Herbs don't appear to work on the titan.
3) The cages are made of wood.

This means that, once we get him into a cage, we have no way to keep him in it, and no way to take him with us. Moreover, don't those things have [TRAP_AVOID]?

It's better to try to convince the drunk titan that great ransacking opportunities await him if he treks off south to the human village... or that Humans taste WAY better than Elves. Surely the humans can deal with him, so we won't have to run into him on the return trip either! And if not, well, we really didn't like the humans anyway! It's Win-Win!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **dragnar** on **July 15, 2010, 12:12:50 pm**

[TRAP_AVOID] won't work if he's passed out drunk. And why would a flammable cage matter? A *glass* cage can hold even a dragon!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Karnewarrior** on **July 15, 2010, 12:15:36 pm**

Plexiglass...

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Haspen** on **July 15, 2010, 12:16:18 pm**

"Oh great Toad! Humans stole the rest of your booze! They went that *points to the south* way!"

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ninteen45** on **July 15, 2010, 12:19:23 pm**

Capturing a paralytic drunk Frog Titan to trade to the dwarves is a top priority assignment.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **maxicaxi** on **July 15, 2010, 12:37:57 pm**

[Quote from: Haspen on July 15, 2010, 12:16:18 pm](#)
"Oh great Toad! Humans stole the rest of your booze! They went that *points to the south* way!"

yes our great lord and master!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Lord Inquisitor** on **July 16, 2010, 11:35:02 pm**

his wearing the rangers cap an thinks his an elf.
Make him think his an elf ranger and have him lead you out of the swamp.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Taco Dan** on **July 17, 2010, 10:41:20 am**

[Quote from: maxicaxi on July 15, 2010, 12:37:57 pm](#)
[Quote from: Haspen on July 15, 2010, 12:16:18 pm](#)
"Oh great Toad! Humans stole the rest of your booze! They went that *points to the south* way!"

Yup.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **QuakeIV** on **July 17, 2010, 09:16:01 pm**

I have a feeling the next update is going to be freaking awesome, whenever it comes.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **techno65535** on **July 19, 2010, 07:23:44 am**

Ask him to inspect the inside of a cage real quick, since he's so big he could do it much faster than they could. Once he's in, close the door on him. Sell to the dwarves!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **DarkerDark** on **July 19, 2010, 12:19:57 pm**

I think I'm going to put this on hold for a bit. Not that I'm tired of drawing elves or anything, but rather, the drawings take too damn long to color, and they tend to look like rubbish without it, sooo! I'm trying out a few new drawing programs, and well, rather than change the art style of this story partway through, I'm just going to put it on the shelf until I get used to the new programs.

While I was putting these new programs to practice, I was thinking I might start up another paint adventure, one that follows the standard paint adventure format a little more closely than the Elves of Amanereli (This feels much more of a suggestion based illustrated story than a paint adventure, considering the time between posts). So, the art for this other paint adventure would be much more simplified, which sets up quicker posts, which in turn leads to a more interactive feel in terms of input from the players!

Alright alright, so just to clarify, Elves of Amanereli is not dead, just going on hold 'til I get the hang of some more efficient painting programs.

Also, I've been getting into Warhammer 40k again, so I'm in the mood to try and draw something in a "Grim dark" setting, one that lacks the bright spectrum of full color cell-shading! Har har har!

So, if I start a 40k paint adventure, would anyone be interested, or would you rather I stick to murdering Elves of Amanereli?



Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ed boy** on **July 19, 2010, 12:32:52 pm**

If you feel that it would be best to put this on hold, then I would support you in that all the way.

Unforutnately, I know nothing about the 40k genre, so I would be unable to provide comment on that front.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ninteen45** on **July 19, 2010, 12:36:27 pm**

I actually liked the non colour version, but if you insist, I'll say 40K ALL THE WAY

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Karnewarrior** on **July 19, 2010, 12:45:42 pm**

We need a good Horror/Puzzle here. Maybe something like that?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Lordinquisitor** on **July 19, 2010, 01:02:47 pm**

As long as we meet marines and chaos space marines.. WH40K

But don`t neglect the elves for too long.^^

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Haspen** on **July 19, 2010, 01:11:21 pm**

Elves or Marines, whatever - as long as the stunning arts will be there!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **SHADOWdump** on **July 19, 2010, 01:18:04 pm**

40K? Sure!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Paranatural** on **July 19, 2010, 02:29:48 pm**

Err....Yes. To both. As long as there are Orks in your 40k

(I've been playing a lot of Blood Bowl lately so...yeah)

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **maxicaxi** on **July 19, 2010, 02:30:24 pm**

Quote from: Haspen on July 19, 2010, 01:11:21 pm
Elves or Marines, whatever - as long as the stunning arts will be there!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Taco Dan** on **July 19, 2010, 05:54:51 pm**

YEAS! Do 40K! Please do 40K!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Armok** on **July 19, 2010, 06:22:16 pm**

No! I hate 40k, it's overdone and overhyped.

I'd like this to continue, but your reasons fro taking a break are good enough to accept, just do something other than 40k.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Diablous** on **July 19, 2010, 06:23:54 pm**

I'd like this to continue.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **dragnar** on **July 19, 2010, 06:36:54 pm**

Quote from: Taco Dan on July 19, 2010, 05:54:51 pm
YEAS! Do 40K! Please do 40K!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **techno65535** on **July 19, 2010, 07:07:51 pm**

Do fantasy warhammer instead of 40k! Where using magic makes you go crazy.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **rickvoid** on **July 19, 2010, 07:12:45 pm**

40K Paint Adventure.

Hells yes. Rogue Trader! Or better yet, underling to a crazed sociopathic Rogue Trader!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Acanthus117** on **July 19, 2010, 09:29:13 pm**

40K! 40K! 40K! 40K! 40K!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Doomshifter** on **July 19, 2010, 10:54:24 pm**

Quote from: techno65535 on July 19, 2010, 07:07:51 pm
Do 40k instead of fantasy warhammer! Where using psychic powers makes you go crazy.

fixed that for you bro.

Anyway. DEAREST ARMOK.
shush. People like it, and people will do what they wish. If you don't like it, don't pay attention.

I'm all for this! As long as we don't follow around some space marine or something. Let's go along with that original picture. Commissar Quest time.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Sensei** on **July 20, 2010, 12:07:48 am**

...only if we get to play squats (<http://warhammer40k.wikia.com/wiki/Squats>).



Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Doomshifter** on **July 20, 2010, 12:45:34 am**

Quote from: Sensei on July 20, 2010, 12:07:48 am

...only if we get to play squats (<http://warhammer40k.wikia.com/wiki/Squats>).
Spoiler (click to show/hide)



What's that? I can't hear you over the sound of the Tyranid hive fleets.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Digital Hellhound** on **July 20, 2010, 04:20:49 am**

Quote from: dragnar on July 19, 2010, 06:36:54 pm

Quote from: Taco Dan on July 19, 2010, 05:54:51 pm

YEAS! Do 40K! Please do 40K!

EDIT: Oh, it started already, hmh hmh.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **abculatter_2** on **July 20, 2010, 08:24:23 am**

THE ROAD AHEAD IS LONG AND HARD

HERE, TAKE THIS:
http://wh40k.lexicanum.com/wiki/Main_Page

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **dragnar** on **July 20, 2010, 08:41:35 am**

Quote from: abculatter_2 on July 20, 2010, 08:24:23 am

~~THE ROAD AHEAD IS LONG AND HARD~~ IT'S DANGEROUS TO GO ALONE

~~HERE,~~ TAKE THIS:
http://wh40k.lexicanum.com/wiki/Main_Page

:P

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Japa** on **July 20, 2010, 08:46:12 am**

all I know about Warhammer 40k is what I learned from dawn of war.

and what I learned is the imperial guard are the best.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **dragnar** on **July 20, 2010, 08:52:24 am**

What I leaned from DoW is that necrons are unstoppable teleporting win.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Lordinquisitor** on **July 20, 2010, 09:07:42 am**

And squats are the only dwarves in the universe that suck.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **abculatter_2** on **July 20, 2010, 09:12:55 am**

Quote from: dragnar on July 20, 2010, 08:41:35 am
Quote from: abculatter_2 on July 20, 2010, 08:24:23 am
THE ROAD AHEAD IS LONG AND HARD IT'S DANGEROUS TO GO ALONE

HERE, TAKE THIS:
http://wh40k.lexicanum.com/wiki/Main_Page
:P

I WILL SMITE YOU WITH THE UNHOLY FIRES OF CHAOS

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **wolfchild** on **July 20, 2010, 09:19:11 am**

what i have learned from DOW is that eldar shrouded webway kicks ass, hidden moving base, your guys can come out of anywhere, strategic points cant even be attacked without an enemy detector, ah the good old hit n run strategy, oh also WEBWAY IN YOUR BASE

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Lord Inquisitor** on **July 20, 2010, 10:20:13 pm**

The][nquisition of course should be featured.

The squats are extint some inquisitor wiped them out others say the Tyranid Hive fleet* eat them. Well most of them, some demented and angry ones exist in the form of the demiurg.

*Really big ugly space bugs

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Sensei** on **July 20, 2010, 11:07:13 pm**

I maintain with the original implications before GW revised a bunch of crap- WH40K is just 40,000 years after WHF.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Bandages** on **July 20, 2010, 11:09:20 pm**

Quote from: Sensei on July 20, 2010, 11:07:13 pm
I maintain with the original implications before GW revised a bunch of crap- WH40K is just 40,000 years after WHF.

Is it... not?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Doomshifter** on **July 21, 2010, 02:34:12 am**

Quote from: Bandages on July 20, 2010, 11:09:20 pm
Quote from: Sensei on July 20, 2010, 11:07:13 pm
I maintain with the original implications before GW revised a bunch of crap- WH40K is just 40,000 years after WHF.

Is it... not?

Yeah, it's pretty much assumed that they're in the same universe, if not one that is directly parallel (separated only by the Warp).

I mean, the orcs and orks are effectively the same. The chaos gods are all there. Elves = Eldar. Dwarves = Squats. Tomb Kings = Necrons. Orcs = Orks (obviously). That's about all I know about the WHFB world.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Luke_Prowler** on **July 21, 2010, 02:55:03 am**

Well there are plenty of differences between fantasy and 40k aside from IIIIIIIIN SPAAAAACE!, but that's beside the point. I'd like to see this Warhammer adventure, it interests me.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **wolfchild** on **July 21, 2010, 03:03:58 am**

darker dark has already started it, its called proffesional motivator, the main char is a commisar

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Nivim** on **July 21, 2010, 04:11:57 am**

Spoiler: Dragnar: suggesting the "nonchalant elf" that guessed titan abilities should be made into an "awesome elf". (click to show/hide)
Quote from: dragnar on July 08, 2010, 01:49:54 am

Throw the idiot to the titan, then give it the booze it wants.
Quote from: DarkerDark on July 08, 2010, 01:43:46 am



This is pure awesome. We must train this nonchalant elf into a badass. Tis only fitting.

Spoiler: Creamcorn: is that elf. (click to show/hide)

Quote from: Creamcorn on July 04, 2010, 11:15:25 am

(Examination)

It's a frog Titan, one that can shoot fireballs; I'm surprised Darkerdark even told us that much. I wouldn't be surprised if it can shot an elastic tongue along with fireballs and quite possibly shoot an elastic flaming tongue. If anything it can also probably gather up more than a group of elves with its tongue.

I would also guess that the creature has to be at least two and a half or maybe just two stories high. So I.E. the titan has to be at least thirty-nine to thirty feet tall. That's 11.887 meters or 9.144 meter for you metric people. If this is going by DF rules our elves should average around five to six feet tall or 1.5 meters to 1.8. I also doubt that Amala can handle a titan; don't get me wrong, it's unlikely she's lived long to have fought something like that.

(Conclusion)

If we are going to fight something like that, the only way the elves could defeat it is to use it's natural weaknesses, but than again, this is a titan. I doubt it has any conventional weaknesses, not to mention that the salt angered it in the first place or at least the fighting. So I doubt that it's even worth it to try and fight it.

(Idea)

The only real option at this point (if the frogs are not the creature's keeper) is to blame the frogmen. Judging from the Titan's words, it's probably not happy to see anyone. I would offer one of those elephants (a live one and less drugged one, maybe) as a snack to it and try to explain that the frogmen started the whole fight in the first place. Hopefully if things right, the frog titan should kill all the frogmen clear a path for us and let us through and have us never come back.

Just ran into this I thought it was funny that Dragnar dropped the correlation of elves to players.

Title: Re: Elves of Amanereli - Paint adventure

Post by: cganya on July 21, 2010, 07:24:23 am

I for one will be sad to see this adventure stagnate. I will keep my eyes open for future updates but there will never be another thread in which we get the great toady one drunk in a conspiracy to cage him again.

Title: Re: Elves of Amanereli - Paint adventure

Post by: Flaede on July 21, 2010, 02:07:05 pm

Quote from: cganya on July 21, 2010, 07:24:23 am

I for one will be sad to see this adventure stagnate. I will keep my eyes open for future updates but there will never be another thread in which we get the great toady one drunk in a conspiracy to cage him again.

this. ;)

Title: Re: Elves of Amanereli - Paint adventure

Post by: LAAT501legion on August 16, 2010, 03:41:23 pm

wow, this is awesome :o !
It doesn't matter if we have to wait, just don't abandon the project.I'm also happy with the 40k thing

Title: Re: Elves of Amanereli - Paint adventure

Post by: Rexfelum on September 16, 2010, 11:12:45 pm

Another good story reached by a signature link after its death. This really would have been great as a webcomic, as had been suggested months ago. Oh, well.

So . . .

Anybody going to lynch me for bumping a thread a whole month after the last post?

Or for saying that, in light of Amala's most recent contribution in the titan conflict, she should be known as Amala Vaficesira Efili?

--Rexfelum

P.S.: My only regret is I don't have enough control of the grammar to add a "the" at the start and "-ing" at the end of the last word.

Title: Re: Elves of Amanereli - Paint adventure

Post by: SHAD0Wdump on September 17, 2010, 06:28:20 am

Quote from: Rexfelum on September 16, 2010, 11:12:45 pm

Anybody going to lynch me for bumping a thread a whole month after the last post?

Nah, it was a good thread worth remembering, if anything doing this can bring back the authors attention somehow and it will return, but that it wishful thinking.

Title: Re: Elves of Amanereli - Paint adventure

Post by: Armok on September 17, 2010, 02:24:37 pm

werent it on a temporary hiatus when the author did another thread about 40k?

Title: Re: Elves of Amanereli - Paint adventure

Post by: SHAD0Wdump on September 17, 2010, 06:33:45 pm

Quote from: Armok on September 17, 2010, 02:24:37 pm
werent it on a temporary hiatus when the author did another thread about 40k?
Ei... True... Maybe there might be answers there?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **dragnar** on **September 17, 2010, 06:53:02 pm**

No, that one was good for a while, but the author just vanished from the forums shortly after starting it.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Lucus Casius** on **September 17, 2010, 06:57:16 pm**

Says the author was last active today...

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **IronyOwl** on **September 17, 2010, 08:45:45 pm**

Sadly, that doesn't mean they're up for drawing a full-color forum game.

Still, maybe he'll feel like doing something in the future.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Creamcorn** on **September 17, 2010, 09:12:57 pm**

Quote from: IronyOwl on September 17, 2010, 08:45:45 pm
Sadly, that doesn't mean they're up for drawing a full-color forum game.
Still, maybe he'll feel like doing something in the future.

DD will tell us when he feels like it. No need to pressure the guy. Also, he did state that he was working on this because he had no work.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Bloogonis** on **September 28, 2010, 12:25:42 am**

well that was a very fun read so far, hope DD comes back to continue it. and as long as it is unfinished it should stay in the Hall of Legends thread as active, thats what got me to read it.

Thiiiiiiiiiiiiis must not die :P

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **abculatter_2** on **September 28, 2010, 10:02:55 pm**

Quote from: Bloogonis on September 28, 2010, 12:25:42 am
Thiiiiiiiiiiiiiiiiis must not die

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Sensei** on **September 28, 2010, 10:35:20 pm**

Someone just PM Darkerdark if it matters so much.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Lucus Casius** on **September 28, 2010, 10:42:48 pm**

Kay.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ahra** on **December 27, 2010, 01:12:15 pm**

this is dead and should be honoured as one of the ***** funniest threads ever

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **lemon10** on **December 27, 2010, 05:44:32 pm**

Errrrr... Yes it was awesome, no that doesn't mean that you should necro it from ages ago.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **IronyOwl** on **December 27, 2010, 06:08:35 pm**

It's handy to let others see it. Otherwise those who missed it could only find it through signatures, going through the whole forum, or finding it linked in an awesome games/stories archive.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Retro** on **December 27, 2010, 06:25:11 pm**

Quote from: IronyOwl on December 27, 2010, 06:08:35 pm
or finding it linked in an awesome games/stories archive.

Kind of the point of the archive we have stickied at the top of the forum.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Aklyon** on **December 27, 2010, 06:25:43 pm**

its in the archived sectioned of Forum Games List, I think.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **maxicaxi** on **December 28, 2010, 02:33:29 am**

Quote from: Aklyon on December 27, 2010, 06:25:43 pm
its in the archived sectioned of Forum Games List, I think.
he put it in the the stories section for some reason

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rexfelum** on **December 28, 2010, 12:35:58 pm**

As long as this thing is back up at the top, an observation:

Logic suggests DarkerDark was totally setting you folks up to sacrifice elves instead of strawberry wine. "Keep in mind that trade goods are more important than elves." I'm disappointed in the blatant attempt to minimize bloodshed in this concluding scene.

--Rexfelum

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Flaede** on **December 29, 2010, 11:33:59 am**

Quote from: Rexfelum on December 28, 2010, 12:35:58 pm
As long as this thing is back up at the top, an observation:

Logic suggests DarkerDark was totally setting you folks up to sacrifice elves instead of strawberry wine. "Keep in mind that trade goods are more important than elves." I'm disappointed in the blatant attempt to minimize bloodshed in this concluding scene.

--Rexfelum

I wanted more elves to sacrifice to the HFS once we reached dwarven lands.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rexfelum** on **December 29, 2010, 01:09:11 pm**

Quote from: Flaede on December 29, 2010, 11:33:59 am
Quote from: Rexfelum on December 28, 2010, 12:35:58 pm
As long as this thing is back up at the top, an observation:

Logic suggests DarkerDark was totally setting you folks up to sacrifice elves instead of strawberry wine. "Keep in mind that trade goods are more important than elves." I'm disappointed in the blatant attempt to minimize bloodshed in this concluding scene.

--Rexfelum

I wanted more elves to sacrifice to the HFS once we reached dwarven lands.

Hmm . . . I wonder if "sacrifices" will ever become an actual game mechanic. (I'm talking Dwarf Fortress proper, of course.) We already have goblins mutilating corpses in worldgen, and then whatever it is the Night Creatures are doing.

But regardless, your logic is also sound.

--Rexfelum

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **IronyOwl** on **December 29, 2010, 05:53:32 pm**

I take it I was *once again* the only one who wanted to preserve elves' for preserving elves' sake?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Johnfalcon99977** on **December 29, 2010, 07:25:52 pm**

At the end, I want a montage of how all the elves died. With a catchy tune.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **DarkerDark** on **December 30, 2010, 03:12:34 am**

Hrm... I'm beginning to get bored of my video games and I feel the need to be creative. Perhaps I should start this up again? After all, there's still plenty of able-bodied elves left in the caravan!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Lucus Casius** on **December 30, 2010, 03:18:24 am**

YES!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Flaede** on **December 30, 2010, 04:06:40 am**

Oh, please do not joke. This was awesome, and every update rolled with the insanity so well.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Johnfalcon99977** on **December 30, 2010, 08:59:35 am**

Quote from: DarkerDark on December 30, 2010, 03:12:34 am
Hrm... I'm beginning to get bored of my video games and I feel the need to be creative. Perhaps I should start this up again? After all, there's still plenty of able-bodied elves left in the caravan!

I can only say one thing.

THIISSS

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **quip** on **December 30, 2010, 09:21:24 am**

Quote from: Johnfalcon99977 on December 30, 2010, 08:59:35 am
Quote from: DarkerDark on December 30, 2010, 03:12:34 am
Hrm... I'm beginning to get bored of my video games and I feel the need to be creative. Perhaps I should start this up again? After all, there's still plenty of able-bodied elves left in the caravan!

I can only say one thing.

THIISSS
PRE-EMPETIVE BANDWAGON JUMPING!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Demonic Spoon** on **December 30, 2010, 09:39:27 am**

Yes! Yes! Do eet!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Aklyon** on **December 30, 2010, 10:37:01 am**

DO IT!
DO IT!
DO IT!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Diablous** on **December 30, 2010, 11:30:08 am**

Quote from: DarkerDark on December 30, 2010, 03:12:34 am
Hrm... I'm beginning to get bored of my video games and I feel the need to be creative. Perhaps I should start this up again? After all, there's still plenty of able-bodied elves left in the caravan!

Do it! Do it! Please!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Lordinquisitor** on **December 30, 2010, 11:35:21 am**

Do it! Do it! My Lord!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ottofar** on **December 30, 2010, 11:41:19 am**

Please-eeehhhh!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Urist Imiknorris** on **December 30, 2010, 11:47:57 am**

Quote from: Aklyon on December 30, 2010, 10:37:01 am
DO IT!
DO IT!
DO IT!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Aklyon** on **December 30, 2010, 11:51:50 am**

Have we run out of ways to say that already?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Siquo** on **December 30, 2010, 12:00:47 pm**

Nope.
Do iiiiit!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **SHADOWdump** on **December 30, 2010, 12:55:00 pm**

Quote from: Siquo on December 30, 2010, 12:00:47 pm
Nope.
Do iiiiit!
And as tradition demands...
Thiiiiis!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rexfelum** on **December 30, 2010, 01:37:33 pm**

Well, if the game gets going again, that would be great! I just have one suggestion.

It would appear folks got a bit annoyed at the whole "this" thing. However, the DM only ever mentioned "this" as a way to gauge the general opinions of the crowd. Surely, there are *so many ways* to be annoying while agreeing with other people that a little variety is possible; the "do it" thing is just another example. Might I propose that people change it up a bit this time around to keep the annoyance more spread out? Possibilities:

This
Seconded (thirded, et cetera)
Do it
Agreeance (if only I were making this one up)
Copy
On the nose, old sport
For the Emperor!

--Rexfelum

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Naes Draw** on **December 30, 2010, 01:41:29 pm**

Quote from: Rexfelum on December 30, 2010, 01:37:33 pm

Well, if the game gets going again, that would be great! I just have one suggestion.

It would appear folks got a bit annoyed at the whole "this" thing. However, the DM only ever mentioned "this" as a way to gauge the general opinions of the crowd. Surely, there are *so many ways* to be annoying while agreeing with other people that a little variety is possible; the "do it" thing is just another example. Might I propose that people change it up a bit this time around to keep the annoyance more spread out? Possibilities:

This
Seconded (thirded, et cetera)
Do it
Agreeance (if only I were making this one up)
Copy
On the nose, old sport
For the Emperor!

--Rexfelum

Or if you think something is a REALLY good idea, you can confuse people and say it's "Tits on a transit".

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Armok** on **December 30, 2010, 02:35:44 pm**

Quote from: DarkerDark on December 30, 2010, 03:12:34 am

Hrm... I'm beginning to get bored of my video games and I feel the need to be creative. Perhaps I should start this up again? After all, there's still plenty of able-bodied elves left in the caravan!

OH YESSS please please this is to good to oh please return it it is amazing I though it was dead please let me be wrong continue this amazing wonderful beyond quality thing!!!!!!! :D

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ahra** on **December 30, 2010, 02:37:07 pm**

it was dead everybody started posting when did a post.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Siquo** on **December 30, 2010, 03:08:54 pm**

Quote from: Ahra on December 30, 2010, 02:37:07 pm

it was dead everybody started posting when did a post.

Yeah, thanks for that :)

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ahra** on **December 30, 2010, 03:24:07 pm**

:D

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **quip** on **December 30, 2010, 03:27:17 pm**

Quote from: Armok on December 30, 2010, 02:35:44 pm

Quote from: DarkerDark on December 30, 2010, 03:12:34 am

Hrm... I'm beginning to get bored of my video games and I feel the need to be creative. Perhaps I should start this up again? After all, there's still plenty of able-bodied elves left in the caravan!

OH YESSS please please this is to good to oh please return it it is amazing I though it was dead please let me be wrong continue this amazing wonderful beyond quality thing!!!!!!! :D

PLEASEPLEASEPLEASEPLEASEPLEASEPLEASEPLEASEPLEASEPLEASEPLEASEPLEASE

...
PLEAASE!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Argembarger** on **December 30, 2010, 03:28:03 pm**

Quote from: quip on December 30, 2010, 03:27:17 pm

Quote from: Armok on December 30, 2010, 02:35:44 pm

Quote from: DarkerDark on December 30, 2010, 03:12:34 am

Hrm... I'm beginning to get bored of my video games and I feel the need to be creative. Perhaps I should start this up again? After all, there's still plenty of able-bodied elves left in the caravan!

OH YESSS please please this is to good to oh please return it it is amazing I though it was dead please let me be wrong continue this amazing wonderful beyond quality thing!!!!!!! :D

PLEASEPLEASEPLEASEPLEASEPLEASEPLEASEPLEASEPLEASEPLEASEPLEASEPLEASE

...
PLEAASE!

this

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **DarkerDark** on **December 30, 2010, 04:10:13 pm**

Alright! Alright! I'll start it back up! Give me a couple of days to get some artwork done and the Elves of Amanereli will be on their way once more!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **quip** on **December 30, 2010, 04:14:03 pm**

Yes! Persistant(?) begging always works!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Diablous** on **December 30, 2010, 04:14:19 pm**

Hurray!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Argembarger** on **December 30, 2010, 05:45:08 pm**

Praise be to the miners Dark!

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Taco Dan** on **December 30, 2010, 07:17:06 pm**

I knew translating that page of the Necronomicon about thread revival was a good idea!

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **eerr** on **December 30, 2010, 09:04:16 pm**

Arrrrr!

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Rexfelum** on **December 30, 2010, 09:13:19 pm**

Quote from: Rexfelum on December 30, 2010, 01:37:33 pm

Well, if the game gets going again, that would be great! I just have one suggestion.

It would appear folks got a bit annoyed at the whole "this" thing. However, the DM only ever mentioned "this" as a way to gauge the general opinions of the crowd. Surely, there are *so many ways* to be annoying while agreeing with other people that a little variety is possible; the "do it" thing is just another example. Might I propose that people change it up a bit this time around to keep the annoyance more spread out? Possibilities:

This
Seconded (thirded, et cetera)
Do it
Agreeance (if only I were making this one up)
Copy
On the nose, old sport
For the Emperor!

Wait, I forgot one!

Splunge (as used by Monty Python)

--Rexfelum

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **QuakeIV** on **December 31, 2010, 07:54:45 pm**

These people have learned a horrible, horrible lesson this day.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Aklyon** on **December 31, 2010, 08:00:42 pm**

Quote from: QuakeIV on December 31, 2010, 07:54:45 pm

These people have learned a horrible, horrible lesson this day.

that you can replace 'This' with 'For the Emperor!' ?

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Armok** on **December 31, 2010, 09:03:33 pm**

YAAAAAAAAAAAAAAAAAAAAAY! :D ^_^ *Hugs Darkerdark!* *Holds celebration!*

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Rexfelum** on **December 31, 2010, 09:55:34 pm**

Quote from: Armok on December 31, 2010, 09:03:33 pm

Holds celebration!

Well, that's just great. So you're organizing a party. What'll happen if DarkerDark chooses to "attend party"? It'll be a season or more before anything gets done around here!

--Rexfelum

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Karnewarrior** on **December 31, 2010, 10:10:21 pm**

Oh gog.

How am I supposed to work on Session Seven if DD is updating again?!

I'm going to just F5 over and over and over...

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **mission0** on **January 01, 2011, 01:48:11 am**

This is so awesome!

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Urist Imiknorris** on **January 01, 2011, 12:54:03 pm**

Hooray! The pause button has finally been pressed again!

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Haspen** on **January 01, 2011, 01:34:26 pm**

OMG!

YEEES! YEEESSS! (http://www.youtube.com/watch?v=P3ALwKeSEYs)

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Julien Brightside** on **January 01, 2011, 05:42:26 pm**

<Face of childish glee>

So, DarkerDark: how will everything proceed? Are you taking off from the last input people gave before the big break? Are you going to redo the turn? Are you going to just dictate something to get momentum up, and then take player input the following turn?

--Rexfelum

Somewhere deep within the Whispering Marsh, Ngusnogsted Obngot, Titan of the wetlands wakes.



"Oh man," The Titan croaks, rubbing it's over-sized cranium as it's surroundings begin to come into focus, "Ugh, my head is pounding! That must have been one killer party last night, I don't remember a thing. Where am I? And what smells like... cinnamon buns?"



"Shit."

Quite a few days have gone by since the Elves of Amanereli captured the great Titan, Ngusnogsted Obngot. It managed to polish off a full twenty barrels of strawberry wine before it finally passed out in a drunken heap. Unfortunately, that was not the only thing that was sent into the realm of dreams.



Amala Nightglimmer, leader of this expedition, was rendered unconscious in the face-off with the mighty Titan. She lays unresponsive, her body locked away in a coma by the force of the blow she received. The elves have set up camp in the marshlands to tend to her as best they can, but as days turn into weeks, hope begins to fade. Hearts are heavy with grief and worry.



Morale is low. Sad tunes are played on wooden instruments and respectfully, the elves refrain from singing their traditional songs of "This."



As though mother nature herself is taken to tears at the plight of the Elves, it begins to rain.



And rain...



And rain... For days it has been raining non-stop. The water levels in the Whispering Marsh are slowly beginning to rise. If it doesn't relent soon, the encampment will soon be flooded! The elves call a meeting to discuss the situation.



The Elves of Amanereli cannot stay within the Marsh, they must break camp and keep moving. But what to do with Amala? Should a couple of elves take her back to Eyoaslef? She could receive proper healing there. Or should she be brought along in her current state in the hopes that she might come around later in the journey? After all, she's one tough Elf, she's bound to recover sooner or later.

Also, there is still the threat of an amphibian man attack. Though they were repulsed once before, you now have their god, the Great Titan, Ngusnogsted Obngot. They might not let you walk away without some sort of rescue attempt, and the flooding wetlands only works to their advantage if it comes to another fight.

Decisions, decisions... And they're yours to make, Children of Amanereli!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **DarkerDark** on **January 02, 2011, 09:14:05 am**

So, yeah... Pretty much starting where we left off. I made a New Year's resolution to draw more, so hopefully updates will be weekly.

I ended up using a different drawing program than what the previous posts were done with and I sort of put a little more effort into the drawings than what I usually do. As the game progresses, the art will probably regress back into the quicker more comedic style of beady-eyed weedy elves that we're all used to. We just have to get the ball rolling again.

Quote from: Rexfelum on January 01, 2011, 09:32:21 pm
So, DarkerDark: how will everything proceed? Are you taking off from the last input people gave before the big break? Are you going to redo the turn? Are you going to just dictate something to get momentum up, and then take player input the following turn?
--Rexfelum

So yeah, in answer to your question, this post was just to get the momentum up. Heh.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Japa** on **January 02, 2011, 09:15:42 am**

Wee need to make a barge of some sort, if we're gonna get through this

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **quip** on **January 02, 2011, 09:17:39 am**

Quote from: Japa on January 02, 2011, 09:15:42 am
Wee need to make a barge of some sort, if we're gonna get through this
Also, keep Amala and experiment with local plant life, see if the swamp has any good drugs to raise morale. ;)

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Lordinquisitor** on **January 02, 2011, 09:24:40 am**

Oh god it`s back! It`s back! And awesome! Especially the elephant.

I guess we have two possibilities:

1. Either we count on the frogmen; And trust that they now fear us since we captured their god.
2. We build a barge of some sort.

I say let`s build ships and barges; Don`t forget that we can tow empty barrels together to make our ships float better.

Also find drugs.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Naes Draw** on **January 02, 2011, 10:56:34 am**

Ah, it's good to see my favorite elves back in business. :P Right then.

Barges are good, just make sure they are sturdy and stable. It wouldn't do to lose equipment or people to the water. Try for the frogmen, but don't count on them doing anything helpful. You can try holding ~~Teady~~ their leader as insurance, see how that works. Also DRUGZ.

As for Ms. Nightglimmer, might as well keep her around for now, although let's *restrain* her, to something sturdy, for her own protection.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ahra** on **January 02, 2011, 10:59:45 am**

we chain the elephants to the titans cage and then the frogs can try to get to him.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Lucus Casius** on **January 02, 2011, 01:04:40 pm**

...Who is currently in charge of the group? WE MUST APPOINT A TEMPORARY LEADER!

I suggest grass-chewin' elf (<http://i4.photobucket.com/albums/y139/DarkC1oak/elf65.png>) from Update 17. He seemed to be rather cool under fire.

I would say send Amala back to Eyoaslef, but whoever was sent with her would probably be killed on the journey. Thus, we must take her on the journey and use the best elven medicinal knowledge we have available.

Quote from: Naes Draw on January 02, 2011, 10:56:34 am

although let's *restrain* her, to something sturdy, for her own protection.

Other than that, we need to get out of the marshlands, quickly. Look out for ambushes from all sides, with special attention paid to the water. A barge will likely prove useful here for crossing the deeper waters.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **abculatter_2** on **January 02, 2011, 01:07:11 pm**

Quote from: Lucus Casius on January 02, 2011, 01:04:40 pm

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Quote from: Naes Draw on January 02, 2011, 10:56:34 am

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Other than that, we need to get out of the marshlands, quickly. Look out for ambushes from all sides, with special attention paid to the water. A barge will likely prove useful here for crossing the deeper waters.

I agree with everything in the above post.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **SHADOWdump** on **January 02, 2011, 01:10:44 pm**

Quote from: Lucus Casius on January 02, 2011, 01:04:40 pm

I suggest grass-chewin' elf (<http://i4.photobucket.com/albums/y139/DarkC1oak/elf65.png>) from Update 17. He seemed to be rather cool under fire.

Yes, bring him back.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Furtuka** on **January 02, 2011, 01:11:53 pm**

I agree with the above two posts

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Aklyon** on **January 02, 2011, 01:40:38 pm**

+1 Agreedness.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Hubris Incalculable** on **January 02, 2011, 02:11:11 pm**

Quote from: Lucus Casius on January 02, 2011, 01:04:40 pm

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Quite.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rexfelum** on **January 02, 2011, 02:20:15 pm**

Whoa, whoa, whoa! People, you're talking about dragging Amala through a swamp, hoping that she's gonna wake up all cheerful and friendly-like, and you're missing the first thing:

WHERE IS AMALA'S HAT?

You know, this nice deal (<http://i4.photobucket.com/albums/y139/DarkC1oak/elfnoble3.png>) with the one white flower and two red flowers? Last seen being slightly discombobulated by the titan (<http://i4.photobucket.com/albums/y139/DarkC1oak/elf62.png>), then put on its head (<http://i4.photobucket.com/albums/y139/DarkC1oak/elf69.png>)? If she comes to her senses tied up ("*restrained*") to a wooden plank, or, worse, some pack animal's back, and you folks tell her *you lost her hat*, more elves are gonna be drinking swamp water, if you know what I mean.

How about this order of events:

1. Find Amala's hat. Replace the flowers. If this cannot be accomplished, then inform all elves with hats that they are to offer their hat, unconditionally, to Amala upon her waking.
2. Appoint an interim leader who doesn't spend too much time singing. Grass-chewin' elf seems to be an archer, and the archers have shown discipline in the past (<http://i4.photobucket.com/albums/y139/DarkC1oak/elf30.png>), so he could be good.
3. Build a barge already.
4. Restrain Amala, and get out of Dodge.

--Rexfelum

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Furtuka** on **January 02, 2011, 02:23:58 pm**

^ That'll work

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Aklyon** on **January 02, 2011, 02:40:09 pm**

Yep it will.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Hubris Incalculable** on **January 02, 2011, 02:56:59 pm**

And Hubris saw that it was Good.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Johnfalcon99977** on **January 02, 2011, 03:03:01 pm**

Quote from: [Lucus Casius](#) on January 02, 2011, 01:04:40 pm

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Other than that, we need to get out of the marshlands, quickly. Look out for ambushes from all sides, with special attention paid to the water. A barge will likely prove useful here for crossing the deeper waters.

I so greatly agree with the above post.

(Tanslation: Thiiiiissss!!!)

Edit: I also say that we should keep her restrained a sometime AFTER she awakens. She may not take kindly to being tied to a pole without her hat.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Karnewarrior** on **January 02, 2011, 03:14:01 pm**

>Cacame Mcdumbelf: Slap Amala awake

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ahra** on **January 02, 2011, 03:15:35 pm**

Quote from: [Karnewarrior](#) on January 02, 2011, 03:14:01 pm

>Cacame Mcdumbelf: Slap Amala awake

THIIIIIIIIIIIIIIIIIIIIIS :D

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **mission0** on **January 02, 2011, 03:16:51 pm**

Quote from: [Rexfelum](#) on January 02, 2011, 02:20:15 pm

Whoa, whoa, whoa! People, you're talking about dragging Amala through a swamp, hoping that she's gonna wake up all cheerful and friendly-like, and you're missing the first thing:

WHERE IS AMALA'S HAT?

You know, this nice deal (<http://i4.photobucket.com/albums/y139/DarkC1oak/elfnoble3.png>) with the one white flower and two red flowers? Last seen being slightly discombobulated by the titan (<http://i4.photobucket.com/albums/y139/DarkC1oak/elf62.png>), then put on its head (<http://i4.photobucket.com/albums/y139/DarkC1oak/elf69.png>)? If she comes to her senses tied up ("*restrained*") to a wooden plank, or, worse, some pack animal's back, and you folks tell her *you lost her hat*, more elves are gonna be drinking swamp water, if you know what I mean.

How about this order of events:

1. Find Amala's hat. Replace the flowers. If this cannot be accomplished, then inform all elves with hats that they are to offer their hat, unconditionally, to Amala upon her waking.
2. Appoint an interim leader who doesn't spend too much time singing. Grass-chewin' elf seems to be an archer, and the archers have shown discipline in the past (<http://i4.photobucket.com/albums/y139/DarkC1oak/elf30.png>), so he could be good.

3. Build a barge already.
4. Restrain Amala, and get out of Dodge.
- Rexfelum

I agree with the above proposition.... also

I agree with trying to slap Alama awake, if she wakes up awesomeness should ensue.

Title: **Re: Elves of Amanereli - Paint adventure**

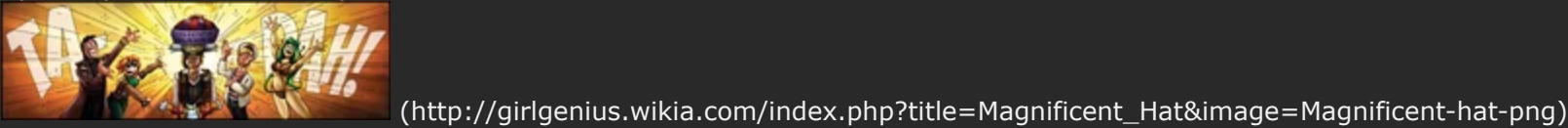
Post by: **Flaede** on **January 02, 2011, 04:38:00 pm**

WOW! Art is better than ever! Also, the Awesome quotient is as high as ever!
Expressive Elfy-faces - Awesome!
Dopey Tokey Smokey Faces - Awesome!
TitanInACage Reaction Face - Awesome!
I vote we call him Jeremiah. Because Jeremiah was a bull frog. Who helped me drink my wine. ♪ (http://www.youtube.com/watch?v=QtYnCmw2CWE)

Count another vote for the straw-chewer.

Also - elves need to start testing traditional frogman "herbs".
"I'll neveeeeer smoke weed with Froggiee agaaain" ♫ (http://www.youtube.com/watch?v=tfgZH8kFAKc) :D

♪ if that isn't a trad. Elfy sing-song, I don't know what is.
♪ if that wouldn't *become* a trad. Elfy sing-song, then I'm waaay off about their hippy-dippy-ness.
♪♪ As to Amala's Hat. We need to trade for a new, better hat, as soon as possible. Perhaps one a-like-a-this:
Spoiler (click to show/hide)



Ok. Maybe not. This (http://www.girlgeniusonline.com/comic.php?date=20100531)one's more appropriate.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **ed boy** on **January 02, 2011, 05:12:38 pm**

We've been in this situation before. We know what to do.
Quote from: Acanthus117 on May 10, 2010, 02:07:58 am



Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Armok** on **January 02, 2011, 07:53:49 pm**

Oh my... This is amazing beyond words. The art is even BETTER than before! So adorable... and dare I say, shippable? Amala <3 Grass-chewin' elf who really needs a name OTP!

Darkerdark, you are an amazing artist.

- Quote from: Rexfelum on January 02, 2011, 02:20:15 pm
1. Find Amala's hat. Replace the flowers. If this cannot be accomplished, then inform all elves with hats that they are to offer their hat, unconditionally, to Amala upon her waking.
2. Appoint an interim leader who doesn't spend too much time singing. Grass-chewin' elf seems to be an archer, and the archers have shown discipline in the past (http://i4.photobucket.com/albums/y139/DarkC1oak/elf30.png), so he could be good.
3. Build a barge already.
4. Restrain Amala, and get out of Dodge.
- Rexfelum

This neatly summarizes all the best ideas so far, I think we should execute this course of action.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Rexfelum** on **January 02, 2011, 08:19:59 pm**

- Quote from: Armok on January 02, 2011, 07:53:49 pm
- This neatly summarizes all the best ideas so far, I think we should execute this course of action.

Well, there's still the question of whether it's worth it to encourage percussive wakefulness techniques upon Amala's face. I mean, are we in this for fun, or for **fun?** (<http://df.magmawiki.com/index.php/Fun>)

But sidestepping the horrifying prospect of waking her up, a failed attempt could itself work well for storytelling. For instance, what if grass-chewin' elf is the one who does it? By showing enough guts to actually *try something*, he might shock the other elves out of complacency. After that, he could seize control.

. . . And thanks to my choice of phrasing, I am now picturing grass-chewin' elf turning evil and staging a coup. Maybe I shouldn't have said anything.

--Rexfelum

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Furtuka** on **January 02, 2011, 08:21:48 pm**

wasn't the grass chewing elf based on one of the posters?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Lucus Casius** on **January 02, 2011, 08:28:05 pm**

Quote from: Furtuka on January 02, 2011, 08:21:48 pm
wasn't the grass chewing elf based on one of the posters?

http://www.bay12forums.com/smf/index.php?topic=55601.msg1373921#msg1373921

Not so much based on a poster as on a post.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Siquo** on **January 03, 2011, 05:33:44 am**


If one looks close, ALL events are based on posts. Even the Giant Toad is based on Toady One who came in and had to do some moderation. This is what makes this story so great.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **eerr** on **January 03, 2011, 06:58:41 am**

Quote from: ed boy on January 02, 2011, 05:12:38 pm

We've been in this situation before. We know what to do.
Quote from: Acanthus117 on May 10, 2010, 02:07:58 am

I think we should arouse Amala



We must, because, we can.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Demonic Spoon** on **January 03, 2011, 07:04:33 am**

"For the good of all us, except the ones that are dead."

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Nivim** on **January 03, 2011, 07:28:25 am**

Quote from: Siquo on January 03, 2011, 05:33:44 am
If one looks close, ALL events are based on posts. Even the giant Toad is based on Toady One who came in and had to do some moderation. This is what makes this story so great.

You know guys, this really is the danger of letting too many elves die; you wont be able to do anything anymore...or the remaining elves will become schizophrenic with multiple personality disorders.
I have a feeling that the players who have gotten themselves killed are being/(going to be) ignored for actions, but I haven't spent the time to confirm it.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Siquo** on **January 03, 2011, 07:50:07 am**

I don't think DD is tracking individual players, but just mixes&matches posts with elves.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rexfelum** on **January 03, 2011, 05:05:51 pm**

For the record:

Quote from: DarkerDark on January 02, 2011, 09:14:05 am
So yeah, in answer to your question, this post was just to get the momentum up. Heh.

Now that you've done so, don't stress yourself out thinking we'll expect a huge post every time. Relax, and try not to get sick of drawing elves. We need our elves. Elves. Elves . . .

But yeah, I just checked and you've averaged four-and-a-half pictures per post, including strategic imagery duplication.

--Rexfelum

P.S.: Could we get an updated inventory list? We can calculate the losses to the wine stock, but with "days" having passed I'm starting to worry about food. I have some other thoughts, but those will wait for another turn.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Furtuka** on **January 03, 2011, 05:33:24 pm**

Quote from: Nivm on January 03, 2011, 07:28:25 am

Quote from: Siquo on January 03, 2011, 05:33:44 am

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I have a feeling that the players who have gotten themselves killed are being/(going to be) ignored for actions, but I haven't spent the time to confirm it.

"But there's no sense crying over every mistake. You just keep on trying till you run out of cake."

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Lucus Casius** on **January 03, 2011, 05:45:07 pm**

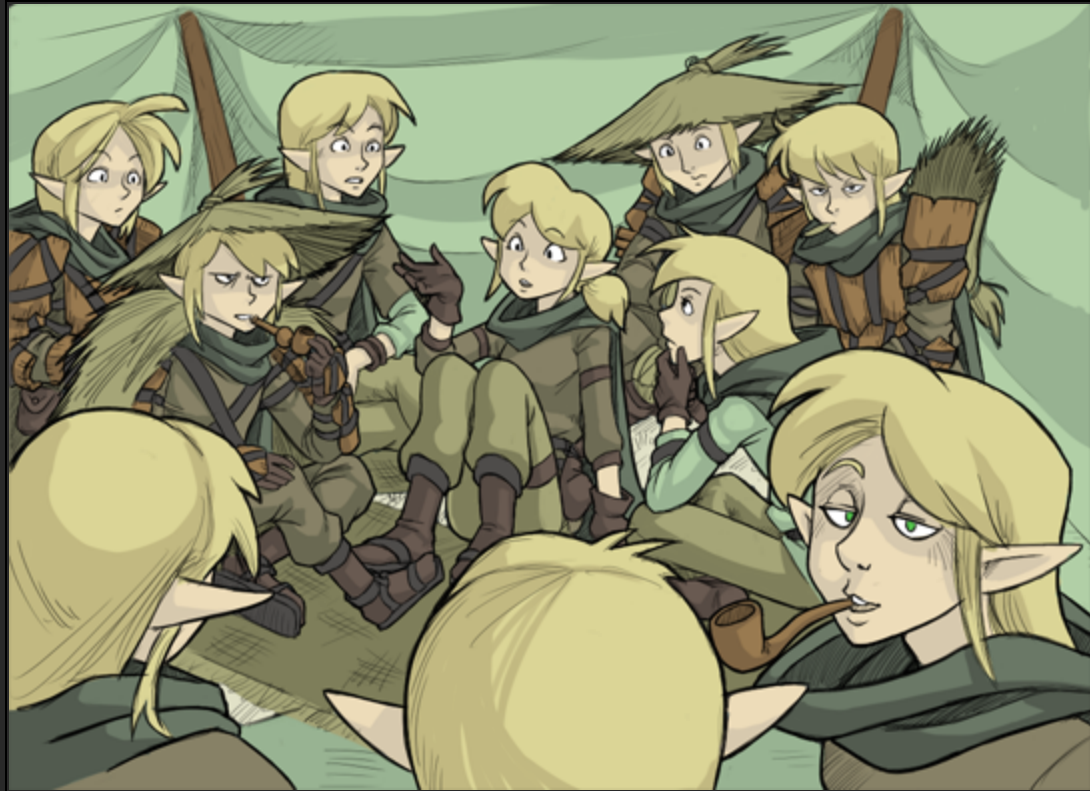
Quote from: Furtuka on January 03, 2011, 05:33:24 pm

"But there's no sense crying over every mistake. You just keep on trying till you run out of cake."

We don't have any cake, I'm afraid.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **chewie** on **January 03, 2011, 06:20:54 pm**

Quote from: DarkerDark on January 02, 2011, 09:04:08 am



The guy with the pipe in the bottom-right corner should definitely be the new leader. Looks so smart.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Flaede** on **January 03, 2011, 06:26:36 pm**

Smart? Dude looks *high*. Or p'raps like he should have an "ORLY" caption!

Quote from: Lucas Casius on January 03, 2011, 05:45:07 pm

Quote from: Furtuka on January 03, 2011, 05:33:24 pm

"But there's no sense crying over every mistake. You just keep on trying till you run out of cake."

We don't have any cake, I'm afraid.

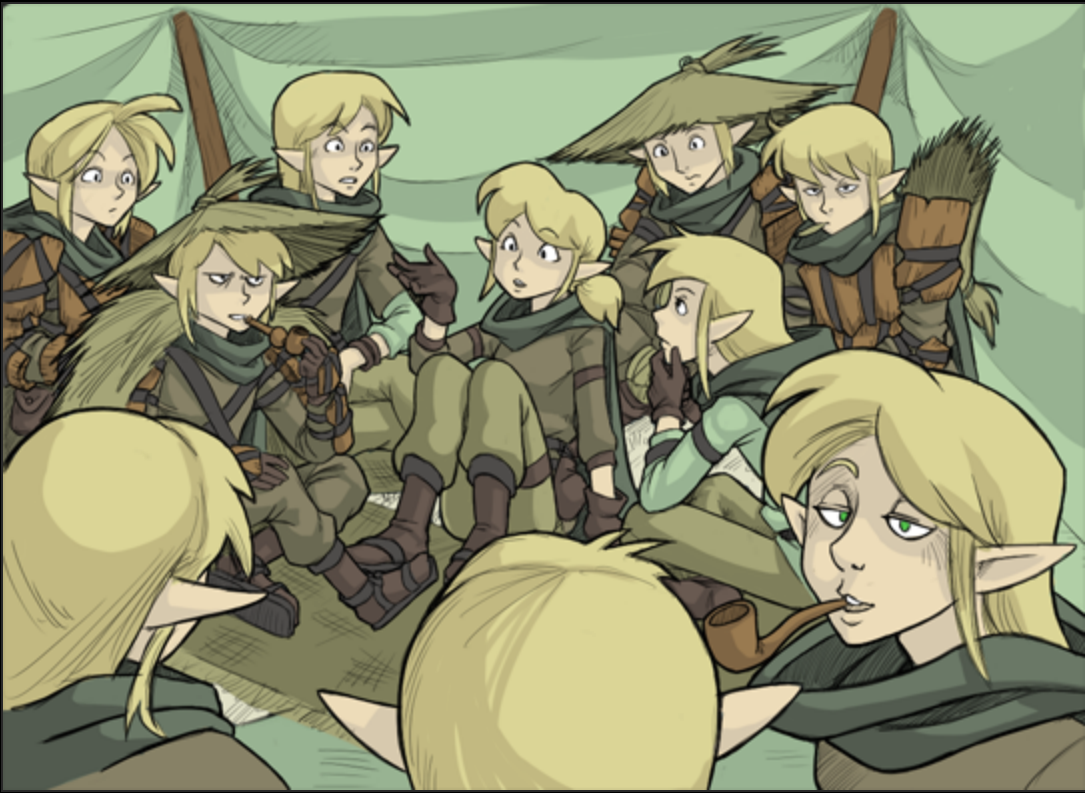
Perhaps if we become stranded by floodwaters we should cook a cake-roast to boost morale?

Actually, what I'm most worried about in those floodwaters is carp. and sturgeon. Thank goodness this isn't Genesis Mod, with "harmless minnows".

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Johnfalcon99977** on **January 03, 2011, 07:54:45 pm**

Quote from: chewie on January 03, 2011, 06:20:54 pm

Quote from: DarkerDark on January 02, 2011, 09:04:08 am



The guy with the pipe in the bottom-right corner should definitely be the new leader. Looks so smart.

That is SO true! He looks like a natural-born leader! [/sarcasm]

For the future, I think we should go to the human territory. If they do have parols we can just pay them in cloth!

...
...
...
...
...

We did pack 20 pages of cloth, righth?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **USEC_OFFICER** on **January 03, 2011, 08:10:57 pm**

Wait. This thing is back on? Hell. Yah.

Quote from: Flaede on January 03, 2011, 06:26:36 pm
Smart? Dude looks *high*. Or p'raps like he should have an "ORLY" caption!

(<http://img830.imageshack.us/i/90719854.png/>)

Knock yourself out.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Furtuka** on **January 03, 2011, 08:42:20 pm**

I prepose we put him in charge of administering amala's drugs since he obviously knows his way around that sort of thing

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **DrunkDorfPally** on **January 03, 2011, 11:13:45 pm**

Put pipe dood in charge of Amala's Drugs, Mr. Hayseed in charge of the caravan until she recovers, and build thi- I mean, "that" out of swamp driftwood (no chopping required), empty kegs, and the bones/Ivory/tusks/hides/etc of the dead elephant and elves. X-/ -----
> <http://www.youtube.com/watch?v=k8F3UE9qFsg>

I mean, if MacGuyver could do it, why not a buncha pointy ears? XD

By the way, even tho I'm a dorf, I like elves OK, they have nice booze, exotic pets, and winged helmets! XD I wish the game would allow me to hire some as mercenaries, since dwarves don't like doing ranged shooty stuff. T_T Plus, if there not happy w/ me chopping trees, I'll just go underground and chop up giant mushrooms instead. They're the secret ingredient of the joint elf/Dorf project called mushookies! And remember, "They taste like my cat!(TM/Copyright/All Rights Reserved)" XD

<http://www.youtube.com/watch?v=hPgkLXCqAUs>

<http://www.youtube.com/watch?v=ugqmBvDZsKs&feature=related>

<http://www.youtube.com/watch?v=s4uhayRkfNk>

Sorry about the long post, I'm new. X-S

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Neyvn** on **January 03, 2011, 11:45:56 pm**

I noticed that the Leaf Chewing Elf is in the Shot of Elves there when the Titan awoke, he looks to be an Archer, but after a couple of days it looks like he scaved up some Armour cause he is wearing some in the last frame and is nearly out of stem so much that he is down to the leaf...

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Flaede** on **January 04, 2011, 12:19:50 am**

Quote from: USEC_OFFICER on January 03, 2011, 08:10:57 pm
Wait. This thing is back on? Hell. Yah.
Quote from: Flaede on January 03, 2011, 06:26:36 pm
Smart? Dude looks *high*. Or p'raps like he should have an "ORLY" caption!

(<http://img830.imageshack.us/i/90719854.png/>)

Knock yourself out.

yes! Just like that! Awesome!
ka-Yoink!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **DarkerDark** on **January 04, 2011, 08:30:04 am**

Drawing! Drawing! Drawing! ... Update should be sometime tomorrow.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Siquo** on **January 04, 2011, 09:09:33 am**

Yay! :D

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Aklyon** on **January 04, 2011, 03:01:54 pm**

Huzzah!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Karnewarrior** on **January 04, 2011, 03:16:21 pm**

Wait, Amala's injured?!

GET SOME LEAVES!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Myroc** on **January 04, 2011, 04:51:37 pm**

Wait, this thing is alive again? Huzzah!

I say we bring Amala with us. Sending her back is too risky, and her combat skill and leadership is useful should she wake up on the road ahead.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rumrusher** on **January 05, 2011, 03:40:03 am**

So the elves have an elephant and a titan how many kings of the beast left to caged?

I wonder if that hole the titan made could be used as means of dumping him back in... maybe with a few cases of booze as peace keeping... and a frogman(dead) cover in elf blood to mimic the taste also cover said frogman(dead) in elven clothes would work nice to hide the fact you dress up a bland frogman(dead) in your blood (Can't find one off a (elf)dead body then just strip an elf of their clothes and skin and craft some from the piles of dead frogmen).

Wait what makes an Amenereli elf taste good? Must be the ~~high fiber diet and life on grass that gives them that taste~~. cinnamon sticks and sugar cane they been snacking.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Neyvn** on **January 05, 2011, 03:49:45 am**

You know what would be good, a comment of the possibility of the Titan Tasting good...

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rumrusher** on **January 05, 2011, 04:00:04 am**

Quote from: Neyvn on January 05, 2011, 03:49:45 am

You know what would be good, a comment of the possibility of the Titan Tasting good...

and risk a elf to die by syndrome? Nah maybe for the next titan but let's not go thinking about large frog legs covered with mince frogmen gibbits and coated with frog gravy and adorn with salted slug and snailmen.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Neyvn** on **January 05, 2011, 05:02:54 am**

Who said it was to the Titan. It could easily be at earshot...

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Samthere** on **January 05, 2011, 07:06:18 am**

Since Amala's unconscious, we should cage her :D

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rumrusher** on **January 05, 2011, 09:21:51 am**

Quote from: Samthere on January 05, 2011, 07:06:18 am

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Quote from: eerr on January 03, 2011, 06:58:41 am

Quote from: ed boy on January 02, 2011, 05:12:38 pm

We've been in this situation before. We know what to do.

Quote from: Acanthus117 on May 10, 2010, 02:07:58 am

I think we should arouse Amala



We must, because, we can.

nah from the looks of this she awoken from her coma due to elf's topless bod. She mostly now resting on her wounds.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **DarkerDark** on **January 05, 2011, 09:53:30 am**

After smoking pipes stuffed with "assorted herbs", the Elves of Amanereli conclude their discussion. Barges will be built to carry the caravan across the flooded marsh! Empty barrels will be used to keep the barges afloat, and rope reed ropes will bind it all together. Amala Nightglimmer, Master bowelf and hardy Ranger of Amanereli is deemed too valuable to take back to Eyoaslef, and so she is to accompany the caravan in her current state. Unconscious. In the meantime, a new temporary leader shall be appointed, a calm and collected bowelf, Valo Tradedstalks, known for his grass chewing habits.

Perhaps a drug can be found that will pull Amala out of her coma? The Elves begin to experiment with the local variety.



Whoa. I can hear... Everything!



By the Tranquil Forest, Yes!



YES!

[Spoiler](#) (click to show/hide)



Hmm... Perhaps experimenting with local drugs wasn't the brightest idea.

Elf Deaths: 10
Elves Remaining: 43

Other Elves busy themselves by building a barge. The first of many!



Oh yes! This is a fine vessel, worthy of the children of Amanereli! But it seems to be missing something...

[Spoiler](#) (click to show/hide)



Ah! There we go! What better way to christen a new ship than to tie your champion to the prow?!

With Amala restrained, an Elf begins to lightly slap her in an attempt to get a response. He is quickly interrupted by Valo and one of the more experienced bowelves.



"Whoa! Whoa! Whoa! What do you think you're doing?" Asks the bowelf.

"Uhm... Slapping Amala awake... It's alright, she's restrained."

Valo chews on an old piece of grass as he casually looks the Elf over, "Now hold on a minute, friend, before you go waking the Ranger Captain, you should be asking yourself one question... Where's her hat? Do you really want to rouse Amala only to tell her you've lost her hat?"

The Elf reluctantly pulls away his hand, giving Amala a frightful look, "Goodness, you're right! I'll go find a replacement at once!"

The Elves turn to head back into the camp, determined to produce a hat worthy of Amanereli's finest, "I swear," Valo states, "I sometimes think I'm the only one who wants to keep Nightglimmer happy."

"You and me both, friend." Replies his companion.



Nobody seems to notice the barge drift off with Amala still restrained to it!

- The List
[Spoiler](#) (click to show/hide)
10 Bowelves - armored
7 Bowelves - unarmored, skilled ambushers
10 Spearelves - shield and armored
8 untrained Spearelves
8 untrained Swordselves

20 mules
2 caged elephants
1 caged dead elephant
4 caged hoary marmots
1 caged Titan, Ngusnogsted Obngot
38 barrels of strawberry wine (10 consumed by the Titan)
12 empty barrels (8 used in building the barge)
10 bundles of rope reed cloth

10 baskets of various berries
10 bins of wooden goods
8 barrels of assorted herbs (cooking herbs included)
10 of the highest quality rope reed blankets
9 spindles of rope reed rope
7 bundles of wood blessed by the druids (1 used in building the barge)
9 bags of provisions (dried fruits and seeds) (No provisions lost due to having plenty of delicious frogman roasts available)

Actions?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Naes Draw** on **January 05, 2011, 10:37:53 am**

Buh-buh-BARGE! Swimming is less than a safe idea, but something's gotta be done.

...

Bowelves and rope!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ultimuh** on **January 05, 2011, 10:51:20 am**

She won't be happy when she wakes up..

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **quip** on **January 05, 2011, 11:08:28 am**

[Quote from: Naes Draw on January 05, 2011, 10:37:53 am](#)

Buh-buh-BARGE! Swimming is less than a safe idea, but something's gotta be done.

...

Bowelves and rope!

This! Get the barge to shore via commando elves boarding it using arrows tied to ropes!
Also, I loved the drugs scene. :P

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ultimuh** on **January 05, 2011, 11:09:49 am**

[Quote from: quip on January 05, 2011, 11:08:28 am](#)

[Quote from: Naes Draw on January 05, 2011, 10:37:53 am](#)

Buh-buh-BARGE! Swimming is less than a safe idea, but something's gotta be done.

...

Bowelves and rope!

This! Get the barge to shore via commando elves boarding it using arrows tied to ropes!
Also, I loved the drugs scene. :P

Concerned elf: Wait! You might hit Amala!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **maxicaxi** on **January 05, 2011, 11:20:50 am**

[Quote from: Ultimuh on January 05, 2011, 11:09:49 am](#)

[Quote from: quip on January 05, 2011, 11:08:28 am](#)

[Quote from: Naes Draw on January 05, 2011, 10:37:53 am](#)

Buh-buh-BARGE! Swimming is less than a safe idea, but something's gotta be done.

...

Bowelves and rope!

This! Get the barge to shore via commando elves boarding it using arrows tied to ropes!
Also, I loved the drugs scene. :P

Concerned elf: Wait! You might hit Amala!

shut up you! our bowelf commando's are perfect at there jobs! they will not miss

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ultimuh** on **January 05, 2011, 11:24:20 am**

[Quote from: maxicaxi on January 05, 2011, 11:20:50 am](#)

[Quote from: Ultimuh on January 05, 2011, 11:09:49 am](#)

[Quote from: quip on January 05, 2011, 11:08:28 am](#)

[Quote from: Naes Draw on January 05, 2011, 10:37:53 am](#)

Buh-buh-BARGE! Swimming is less than a safe idea, but something's gotta be done.

...

Bowelves and rope!

This! Get the barge to shore via commando elves boarding it using arrows tied to ropes!
Also, I loved the drugs scene. :P

Concerned elf: Wait! You might hit Amala!

shut up you! our bowelf commando's are perfect at there jobs! they will not miss

Well.. Don't say I didnt warn ya, when she wakes up and discovers she got an arrow stuck in her lower left back tooth!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **quip** on **January 05, 2011, 11:38:26 am**

[Quote from: Ultimuh on January 05, 2011, 11:24:20 am](#)

[Quote from: maxicaxi on January 05, 2011, 11:20:50 am](#)

[Quote from: Ultimuh on January 05, 2011, 11:09:49 am](#)

[Quote from: quip on January 05, 2011, 11:08:28 am](#)

[Quote from: Naes Draw on January 05, 2011, 10:37:53 am](#)

Quote from: Aklyon on January 05, 2011, 12:57:08 pm

Quote from: DrunkDorfPally on January 05, 2011, 12:52:39 pm

Quick! What he said! Aim for the back of the barge, remember to tie ropes, avoid the barrels! X-S

But make sure you don't won't kill Amala on purpose!

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **DrunkDorfPally** on **January 05, 2011, 01:00:24 pm**

Quote from: Aklyon on January 05, 2011, 12:06:33 pm

Quote from: quip on January 05, 2011, 11:38:26 am

Quote from: Ultimuh on January 05, 2011, 11:24:20 am

Quote from: maxicaxi on January 05, 2011, 11:20:50 am

Quote from: Ultimuh on January 05, 2011, 11:09:49 am

Quote from: quip on January 05, 2011, 11:08:28 am

Quote from: Naes Draw on January 05, 2011, 10:37:53 am

Buh-buh-BARGE! Swimming is less than a safe idea, but something's gotta be done.

...

THAT is full of win! Even if a elf dies soon afterwards by an enraged Amala! XD

Bowelves and rope!

This! Get the barge to shore via commando elves boarding it using arrows tied to ropes!

Also, I loved the drugs scene. :P

Concerned elf: Wait! You might hit Amala!

shut up you! our bowelf commando's are perfect at there jobs! they will not miss

Well.. Don't say I didnt warn ya, when she wakes up and discovers she got an arrow stuck in her lower left back tooth!

Great. Now I want the bowelves to hit Amala just to see the barge be brought in via an arrow in one of her teeth.

So do I.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Karnewarrior** on **January 05, 2011, 01:30:35 pm**

I half want everyone to completely ignore the barge so we have a scene of Amala waking up in some human house and having one of the biggest "WTF" moments in this worlds history.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Aklyon** on **January 05, 2011, 01:35:48 pm**

This thread is just full of good ideas recently.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Siquo** on **January 05, 2011, 01:54:51 pm**

It must be the inspirational drawing. And the fact that even thinking the word "this" will make you foam at the mouth and killl

OEHSSfnsjfnjsjanjaenkelu3qtq3u4t

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Rexfelum** on **January 05, 2011, 02:06:53 pm**

Quote from: Aklyon on January 05, 2011, 01:35:48 pm

This thread is just full of good ideas recently.

I . . . I agree. Wow.

--Careful analysis of the recent turn:

Code: [Select]

```
for i = 1:numberOfThingsWeSaid
    if weSaidIt(i) == True
        makeUsHurt(whatWeSaid(i))
    end
end
```

This is clearly punishment for taking Amala along. It all started by suggesting drug experimentation, which out-and-out killed an elf. Then came the barge, which was not by itself a bad idea. However, it suffered from the tag-team effort of the "restrain Amala" idea, the "slap her awake" one, the "Valo Tradedstalks 1050!" campaign, and the otherwise-flawless "find her a new hat" proposal. If we had left out any one of those steps, we wouldn't be in this situation today.

However, I really have to congratulate DarkerDark. This is a much more interesting development than to just sic the frogmen on the caravan again.

--Reasoned suggestion for the appropriate response:

Forget all that stuff about bows and ropes. There is only one thing to do.

High-speed barge chase.

Don't ask how you put together a second barge so soon! High-speed barge chase already!

--Rexfelum

P.S.: Also:

Quote from: DarkerDark on January 05, 2011, 09:53:30 am

(No provisions lost due to having plenty of delicious frogman roasts available)

Good, good. Now that we are sure the elves will eat just about anything (though avoiding regular frogs is a thought), survival is slightly more likely. And on the non-edible front, please let us know when the dead elephant is finished rotting, so the raw materials can be used.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Flaede** on **January 05, 2011, 03:08:14 pm**

If we wanted to keep our champion restrained in case of unintended berserking, why didn't we just use a *cage*? It's the tried and true method in fortress mode.

As for the barge... that can't be good.

The rising water keeps making me think of this (<http://www.youtube.com/watch?v=I0i7JU9SijE&t=0m6s>).

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **eerr** on **January 05, 2011, 03:21:31 pm**

Ok, she's kind of unconscious.

Off with the head of whoever tied her to the prow and left her that way!

Alright, we need elves to head down the river, and elves to build a new barge.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Kadzar** on **January 05, 2011, 03:26:18 pm**

[Quote from: Rexfelum on January 05, 2011, 02:06:53 pm](#)

High-speed barge chase.

By the Tranquil Forest, Yes!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Aklyon** on **January 05, 2011, 03:29:52 pm**

[Quote from: Kadzar on January 05, 2011, 03:26:18 pm](#)

[Quote from: Rexfelum on January 05, 2011, 02:06:53 pm](#)

High-speed barge chase.

By the Tranquil Forest, Yes!

The return of this thread has resulted in two avatars related to it. Neat. (Translation: This)

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Armok** on **January 05, 2011, 03:34:33 pm**

Darkerdark, how do you keep one-upping yourself? This is amazing and awesome in a million ways I can't even say it transcends words!

IDEA on high speed barges; Lets tie two barrels together, then tie the frothing elf on the backside and stick a stick into it's bran until it starts flailing violently enough to work like an engine and at high velocity propel a few elves standing on top of the barrels and carrying oars to the barge!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Aklyon** on **January 05, 2011, 03:36:30 pm**

Armok has a good idea.

But how do you get to an elven brain with a stick?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **NewsMuffin** on **January 05, 2011, 03:41:45 pm**

[Quote from: Aklyon on January 05, 2011, 03:36:30 pm](#)

Armok has a good idea.

D:

But seriously, that idea is pretty cool.

Maybe we could use the frog titan to propel us. I mean, he is a frog. We just have to make him kick.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **USEC_OFFICER** on **January 05, 2011, 03:56:07 pm**

[Quote from: NewsMuffin on January 05, 2011, 03:41:45 pm](#)

[Quote from: Aklyon on January 05, 2011, 03:36:30 pm](#)

Armok has a good idea.

D:

But seriously, that idea is pretty cool.

Maybe we could use the frog titan to propel us. I mean, he is a frog. We just have to make him kick.

You mean kick us all to death? (Translation: Thiiiiiiiiiiiiis.)

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Aklyon** on **January 05, 2011, 03:56:31 pm**

[Quote from: NewsMuffin on January 05, 2011, 03:41:45 pm](#)

[Quote from: Aklyon on January 05, 2011, 03:36:30 pm](#)

Armok has a good idea.

D:

I knew someone would do that.

Quote

But seriously, that idea is pretty cool.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Johnfalcon99977** on **January 05, 2011, 04:04:07 pm**

[Quote from: Aklyon on January 05, 2011, 03:29:52 pm](#)

[Quote from: Kadzar on January 05, 2011, 03:26:18 pm](#)

[Quote from: Rexfelum on January 05, 2011, 02:06:53 pm](#)

High-speed barge chase.

By the Tranquil Forest, Yes!

The return of this thread has resulted in two avatars related to it. Neat. (Translation: This)

I want this.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **NewsMuffin** on **January 05, 2011, 04:05:27 pm**

Quote from: USEC OFFICER on January 05, 2011, 03:56:07 pm

Quote from: NewsMuffin on January 05, 2011, 03:41:45 pm

Quote from: Aklyon on January 05, 2011, 03:36:30 pm

Armok has a good idea.

D:
But seriously, that idea is pretty cool.
Maybe we could use the frog titan to propel us. I mean, he is a frog. We just have to make him kick.

You mean kick us all to death? (Translation: Thiiiiiiiiiiiiis.)

Probably.
(Translation: Thiiiiiiiiiiiiiiiiiii- COUGH COUGH)

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rumrusher** on **January 05, 2011, 04:19:43 pm**

okay screw My old plan. remember that tongue the titan had well we just aim his cage at the barge and fire it by heating up a hot stick and poking it(may or may not lead to shooting it's fire breathe out which will worn out the wooden cage and grab a couple of elves mostly 2 of different gender and hoop back down his hole with several of the booze).
(better pull out that elf to Common translation "Si iiiiiiiiih h h h h h t t t t t .. Si i t h h h h u h h Th i i i i i i i i i i i i i i i i i s")

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rexfelum** on **January 05, 2011, 04:32:33 pm**

Quote from: Armok on January 05, 2011, 03:34:33 pm

IDEA on high speed barges; Lets tie two barrels together, then tie the frothing elf on the backside and stick a stick into it's bran until it starts flailing violently enough to work like an engine and at high velocity propel a few elves standing on top of the barrels and carrying oars to the barge!

For reference, keep in mind there is a healthy number of empty barrels and other materials to duplicate/improve the design:

Quote from: DarkerDark on January 05, 2011, 09:53:30 am

12 empty barrels (8 used in building the barge)
9 spindles of rope reed rope
7 bundles of wood blessed by the druids (1 used in building the barge)

Even if enough get reserved to make another barge later ('cause, you know, anything we use now might get smashed up), there are still 4 barrels and plenty of the rest. I find myself most concerned about the means of locomotion. Laceci-Ireci the elf may already be dead. Of course, his corpse might still be twitching . . .

Are any of the "assorted herbs" *stimulants*, for crying out loud?

--Rexfelum

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rexfelum** on **January 05, 2011, 04:46:42 pm**

Double post, whatever.

Quote from: Aklyon on January 05, 2011, 03:29:52 pm

The return of this thread has resulted in two avatars related to it. Neat.

Yeah, but nothing yet related to the very thing you quoted:

Quote from: Kadzar on January 05, 2011, 03:26:18 pm

By the Tranquil Forest, Yes!

Drug-induced cry. Rallying cry. This thread knows no difference.

I was *trying* to brush my teeth. It's very hard to brush your teeth when laughing. I blame you!

--Rexfelum

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Flaede** on **January 05, 2011, 11:21:19 pm**

Quote from: NewsMuffin on January 05, 2011, 03:41:45 pm

Quote from: Aklyon on January 05, 2011, 03:36:30 pm

Armok has a good idea.

D:
But seriously, that idea is pretty cool.
Maybe we could use the frog titan to propel us. I mean, he is a frog. We just have to make him kick.

Nonononono. Frog Titan stays in Frog Titan Cage. No messing with the Frog Titan Cage. Until we let the dwarves move it to the Depot (and we all know how that always turns out) ;)

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rexfelum** on **January 06, 2011, 12:00:45 am**

Ah ha!

Oh goodness, I'm thinking about this stuff way too much. But I may have an idea that could solve the locomotion problem. All we have to do is roll up our sleeves and fudge a little biochemistry.

Quote from: Rexfelum on January 05, 2011, 04:32:33 pm

Quote from: Armok on January 05, 2011, 03:34:33 pm

IDEA on high speed barges; Lets tie two barrels together, then tie the frothing elf on the backside and stick a stick into it's bran until it starts flailing violently enough to work like an engine and at high velocity propel a few elves standing on top of the barrels and carrying oars to the barge!

I find myself most concerned about the means of locomotion. Laceci-Ireci the elf may already be dead. Of course, his corpse might still be twitching . . .

Are any of the "assorted herbs" *stimulants*, for crying out loud?

About the best we have right now would be a twitching corpse, making brain surgery less than useful. When I mentioned stimulants, I was thinking of making some non-dead elves hyper. Then I realized something. We know:

Experimentation with local drugs = DarkerDark kills an elf, replete with horrifying spasms

Okay, so, what about drug *interactions*? What would have happened if we had one more turn to experiment, and told DarkerDark we wanted to combine local drugs with the elves' own? I think it's fairly obvious:

Even stupider experimentation on local drug/"assorted herb" interactions = DarkerDark kills an elf EVEN WORSE

This *must* be true, else there's no counter-incentive to player stupidity. The interaction *must* be worse. Maybe, like with the DELECTABLE SEASONING, it would be *even more violent* (<http://i4.photobucket.com/albums/y139/DarkC1oak/elf58.png>) than we expect. Why don't we just take advantage of how these things work? This is SCIENCE!

So:

1. Make a small barge out of 2 barrels for high-speed deployment.
2. Strap Laceci-Ireci (*that's his name, alright?*) to the back of the small barge before he stops twitching. (This scene (<http://www.bay12forums.com/smf/index.php?topic=55601.msg1857672#msg1857672>) had a sort of "meanwhile" implication to it anyway.)
3. Load up some very light elves with makeshift oars, then get them on board.
4. Administer "assorted herbs" to the poor wretch. Like crazy. Maybe even sprinkle salt on him. (Hey, we were told it's used on the dead (<http://www.bay12forums.com/smf/index.php?topic=55601.msg1373562#msg1373562>).) Then STAND BACK.
5. Pray to the spirits of nature for forgiveness.

1a. Meanwhile, admit that plan "PropellerElf Alpha" has no chance in the underworld, and make another small barge out of 2 barrels. Then have the strongest elves row out quickly to Amala. It's not like she's *trying* to get away!

--Rexfelum

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **eerr** on **January 06, 2011, 12:39:01 am**

Frogmen: hop on that barge with Amala.

Have grand time.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Siquo** on **January 06, 2011, 04:55:02 am**

Quote from: eerr on January 06, 2011, 12:39:01 am

Frogmen: hop on that barge with Amala.

Have grand time.

Wrong wrong wrong in so many ways.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Japa** on **January 06, 2011, 04:57:29 am**

yeah, no shipping amala with the frogmen.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **quip** on **January 06, 2011, 11:00:06 am**

Quote from: Japa on January 06, 2011, 04:57:29 am

yeah, no shipping amala with the frogmen.

BRAIN BLEACH! BRAIN BLEACH!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ochita** on **January 06, 2011, 11:15:52 am**

Amalaxfrogmen

She killed them. The end.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **quip** on **January 06, 2011, 11:52:53 am**

Quote from: Ochita on January 06, 2011, 11:15:52 am

Amalaxfrogmen

She killed them. The end.

Whew, now I'm not going to wake up in the middle of the night and have to pour brain bleach in my eyes because... I'm just going to focus on Amala killing Frogmen.

(Fake suggestion:Frogmen->Arouse Amala?)
Sorry!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ochita** on **January 06, 2011, 11:57:19 am**

Frogmen: Arouse Amala

She wakes up, tied up. She ends up breaking off part of the ship (Still attached) and uses it as a weapon, by swinging her body. She ends up uppercutting one out of the water.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **quip** on **January 06, 2011, 12:55:44 pm**

These possible situations keep getting better and better!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **QuakeIV** on **January 06, 2011, 01:33:05 pm**

Even though your joking, this is what you are going to get come next update if you don't stop right now.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ochita** on **January 06, 2011, 01:42:43 pm**

I know....

Sorry

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Armok** on **January 06, 2011, 02:12:30 pm**

Seriously, Frogmen arouse Amala.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Kadzar** on **January 06, 2011, 02:15:36 pm**

Quote from: Armok on January 06, 2011, 02:12:30 pm

Seriously, Frogmen arouse Amala.

You need a comma after "Frogmen". Otherwise it seems like Amala has a Frogman fetish.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **quip** on **January 06, 2011, 03:16:59 pm**

Quote from: Kadzar on January 06, 2011, 02:15:36 pm

Quote from: Armok on January 06, 2011, 02:12:30 pm

Seriously, Frogmen arouse Amala.

You need a comma after "Frogmen". Otherwise it seems like Amala has a Frogman fetish.

Not again!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ochita** on **January 06, 2011, 03:57:13 pm**

Quote from: quip on January 06, 2011, 03:16:59 pm

Quote from: Kadzar on January 06, 2011, 02:15:36 pm

Quote from: Armok on January 06, 2011, 02:12:30 pm

Seriously, Frogmen arouse Amala.

You need a comma after "Frogmen". Otherwise it seems like Amala has a Frogman fetish.

Not again!

Amala's only fetish is killing things. Frogmen fetish is just that she really really enjoys killing them.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Flaede** on **January 06, 2011, 04:07:23 pm**

So I take it we're not on good terms with the frogmen, then? Dang. I hoped maybe us removing their Despotic Titan Overlord would dispose them kindly towards us.

Also - some of those crazy-making frogs would be useful to have around. Don't elves often show up with random tame vermin in cages? I bet dwarves would pay extra for froggies that cause frothing death. Know your customer!

EDIT: note - maybe do this without handling them too much, eh?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rexfelum** on **January 06, 2011, 04:28:51 pm**

Quote from: QuakeIV on January 06, 2011, 01:33:05 pm

Even though your joking, this is what you are going to get come next update if you don't stop right now.

The conversation is now about superelven heroism and benevolent acts of divine intervention. *Go!*

--Rexfelum

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Lucus Casius** on **January 06, 2011, 04:46:23 pm**

...

sigh

Just tie a plank of wood to a length of rope, then throw it into the barge. It will catch. Then you can pull the barge back.

You people make things SO COMPLICATED.

And that's why I love you. But come on now.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Orb** on **January 06, 2011, 05:04:26 pm**

Quote from: Lucas Casius on January 06, 2011, 04:46:23 pm

...

sigh

Just tie a plank of wood to a length of rope, then throw it into the barge. It will catch. Then you can pull the barge back.

You people make things SO COMPLICATED.

And that's why I love you. But come on now.

Spoiler (click to show/hide)



That's a tad far to throw, don't you think? By the time a "rope + wood" is assembled, it will be way out of reach.

Why not just dump an empty barrel into the water, have an elf straddle it with a plank from our supplies, and paddle to the drifting barge?

Oh, and its likely frogmen are just pushing the barge away, and all our efforts will be for nothing.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Haspen** on **January 06, 2011, 05:26:32 pm**

Now that you said this...

The rain falls to the 'left', while barge floats to the 'right'. Wind is surely against the barge.

Frogmen are stealing our barge!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rexfelum** on **January 06, 2011, 05:33:30 pm**

And just like that, conversation turns back to actual problem-solving. Awesome.

Quote from: Orb on January 06, 2011, 05:04:26 pm

Quote from: Lucas Casius on January 06, 2011, 04:46:23 pm

Just tie a plank of wood to a length of rope, then throw it into the barge.

Spoiler (click to show/hide)



That's a tad far to throw, don't you think?

Possibly, which is why people said this the first time:

Quote from: quip on January 05, 2011, 11:08:28 am

Quote from: Naes Draw on January 05, 2011, 10:37:53 am

Bowelves and rope!

This! Get the barge to shore via commando elves boarding it using arrows tied to ropes!

A little more force, you see. And with 9 spindles of rope, there can easily be 9 (strong) archers firing at once (maybe even from various locations), with another elf rolling out the spindle.

Alternatively:

Quote from: Orb on January 06, 2011, 05:04:26 pm

Oh, and its likely frogmen are just pushing the barge away, and all our efforts will be for nothing.

All the more reason to get on that

Quote from: Rexfelum on January 05, 2011, 02:06:53 pm

High-speed barge chase.

!!

--Rexfelum

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **DarkerDark** on **January 06, 2011, 05:46:19 pm**

So many great suggestions, so little time to draw them! The next update will be posted sometime over the weekend if everything goes well.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **abculatter_2** on **January 06, 2011, 06:30:55 pm**

[Quote from: DarkerDark on January 06, 2011, 05:46:19 pm](#)
So many great suggestions, so little time to draw them!

This sentence scares me.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Armok** on **January 06, 2011, 07:57:26 pm**

That sentence thrills me.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rexfelum** on **January 06, 2011, 08:23:10 pm**

[Quote from: abculatter_2 on January 06, 2011, 06:30:55 pm](#)
This sentence scares me.
[Quote from: Armok on January 06, 2011, 07:57:26 pm](#)
That sentence thrills me.

I'm glad we had this little talk.

--Rexfelum

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **QuakeIV** on **January 06, 2011, 11:41:55 pm**

Oh bloody hell.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **eerr** on **January 07, 2011, 04:03:29 am**

DEATH.

Make something I can read to benny hill music.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **dragonshardz** on **January 07, 2011, 05:37:10 am**

Surprisingly enough, I'm not offended by elves.

Imma watch this.

O_O

O_O

O_O

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rolan7** on **January 07, 2011, 06:56:34 am**

[Quote from: dragonshardz on January 07, 2011, 05:37:10 am](#)
Surprisingly enough, I'm not offended by elves.

Imma watch this.

O_O

O_O

O_O

Ha, you followed my link from Cobalt Fortress, eh?

For everyone else: Ironically, the dwarves of our Cobalt Fortress are journeying to elven lands to trade, because we done goofed and are running out of booze (and food I guess).
<http://www.bay12forums.com/smf/index.php?topic=69978.msg1863138#msg1863138>

Kinda posting to watch, though I followed this before the hiatus (:

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ultimuh** on **January 07, 2011, 08:20:37 am**

[Quote from: Haspen on January 06, 2011, 05:26:32 pm](#)
Now that you said this...

The rain falls to the 'left', while barge floats to the 'right'. Wind is surely against the barge.
Frogmen are stealing our barge!

It might aswell be the current of the water.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **quip** on **January 07, 2011, 10:55:08 am**

[Quote from: Ultimuh on January 07, 2011, 08:20:37 am](#)

Quote from: Haspen on January 06, 2011, 05:26:32 pm

Now that you said this...

The rain falls to the 'left', while barge floats to the 'right'. Wind is surely against the barge.

Frogmen are stealing our barge!

It might aswell be the current of the water.

Don't be silly! Of course it's the frogmen! That gives us a reason to shoot arrows at our ~~leader~~ barge with our leader on!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Julien Brightside** on **January 07, 2011, 03:36:40 pm**

Ever been so drunk...

that you woke up in a cage surrounded by elves?

What are the chances of us taming an elephant to drag a barge through the swamp? Or would it be too deep?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ultimuh** on **January 07, 2011, 04:17:41 pm**

Quote from: Julien Brightside on January 07, 2011, 03:36:40 pm

Ever been so drunk...

that you woke up in a cage surrounded by elves?

What are the chances of us taming an elephant to drag a barge through the swamp? Or would it be too deep?

Elephants can indeed swim.
I however don't know about DF elephants..

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ahra** on **January 07, 2011, 05:01:50 pm**

they crossed the boatmurdered river i think

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **DrunkDorfPally** on **January 07, 2011, 08:27:58 pm**

Quote from: Rolan7 on January 07, 2011, 06:56:34 am

Quote from: dragonshardz on January 07, 2011, 05:37:10 am

Surprisingly enough, I'm not offended by elves.

Imma watch this.

O_O

O_O

O_O

Ha, you followed my link from Cobalt Fortress, eh?

For everyone else: Ironically, the dwarves of our Cobalt Fortress are journeying to elven lands to trade, because we done goofed and are running out of booze (and food I guess).
<http://www.bay12forums.com/smf/index.php?topic=69978.msg1863138#msg1863138>

Kinda posting to watch, though I followed this before the hiatus (:

Any chance of these elves running into them since, they're going (hopefully) towards them? :? XD

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Johnfalcon99977** on **January 07, 2011, 11:29:10 pm**

Quote from: Ahra on January 07, 2011, 05:01:50 pm

they crossed the boatmurdered river i think

If those are boatmurdered Elephants we should never let them out.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **eerr** on **January 07, 2011, 11:44:14 pm**

Quote from: Ultimuh on January 07, 2011, 04:17:41 pm

Quote from: Julien Brightside on January 07, 2011, 03:36:40 pm

Ever been so drunk...

that you woke up in a cage surrounded by elves?

What are the chances of us taming an elephant to drag a barge through the swamp? Or would it be too deep?

Elephants can indeed swim.
I however don't know about DF elephants..

If I remember correctly, creatures over a certain size won't drown in water of a given height.
So we just plop them in untill they learn how, and/or murder us,

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Urist McOverlord** on **January 08, 2011, 12:27:43 am**

/Joins expedition to follow thread.

Quote from: eerr on January 07, 2011, 11:44:14 pm

So we just plop them in untill they learn how, and/or murder us,

I like this plan! I'm excited to be a part of it!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Johnfalcon99977** on **January 08, 2011, 09:53:45 am**

Lets just hope Amala doesn't wake up with amnesia.
...
...
...
...
...
...
DAMN IT!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **SHAD0Wdump** on **January 08, 2011, 10:57:09 am**

Quote from: Johnfalcon99977 on January 08, 2011, 09:53:45 am

Lets just hope Amala doesn't wake up with amnesia.
...
...
...
...
...
...
...
DAMN IT!

She'll act like a cute pretty princess...

And then the fanservice begins.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rolan7** on **January 08, 2011, 12:10:13 pm**

Quote from: SHAD0Wdump on January 08, 2011, 10:57:09 am

She'll act like a cute pretty princess...

And then the fanservice begins.

A cute pretty princess, who accidentally kills people all the time with her power she can't remember?

I know I've seen that anime...

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Johnfalcon99977** on **January 08, 2011, 01:09:02 pm**

Quote from: Rolan7 on January 08, 2011, 12:10:13 pm

Quote from: SHAD0Wdump on January 08, 2011, 10:57:09 am

She'll act like a cute pretty princess...

And then the fanservice begins.

A cute pretty princess, who accidentally kills people all the time with her power she can't remember?

I know I've seen that anime...

Now I don't know if I want her to have amnesia or not.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **techno65535** on **January 08, 2011, 03:18:44 pm**

When she wakes up she thinks she's a dwarf!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rexfelum** on **January 08, 2011, 04:47:14 pm**

Quote from: Julien Brightside on January 07, 2011, 03:36:40 pm

What are the chances of us taming an elephant to drag a barge through the swamp? Or would it be too deep?

Well, the animals elves bring in the game proper are always tamed. I've been wondering about that. Can we assume that the caged critters have been tamed by the natural charm and goodness of elves, what with casual scenes like this (http://i4.photobucket.com/albums/y139/DarkC1oak/elf41.png) in friendly update 12 (http://www.bay12forums.com/smf/index.php?topic=55601.msg1251429#msg1251429)? It would be good to get official word on that.

Even if so, though, the titan will probably never be tamed or useful. I'm just glad he hasn't used his elastic flaming tongue with the ability to scoop up several hapless victims at once since being caged.

--Rexfelum

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ahra** on **January 08, 2011, 06:06:01 pm**

what stops him from shooting it between the bars? i mean his head fit between the bars.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rexfelum** on **January 08, 2011, 06:44:05 pm**

Quote from: Ahra on January 08, 2011, 06:06:01 pm

what stops him from shooting it between the bars? i mean his head fit between the bars.

I'm guessing the elven cages use that magic "suspended animation" thing which cages get in Dwarf Fortress. So a caged angry dragon doesn't breath fire in a fortress, and Ngusnogsted Obngot doesn't use the elastic flaming tongue.

This is also the reason I'm still nervous about the elephants: we can't trust that the elephants are tame, despite adorable pictures like this (http://i4.photobucket.com/albums/y139/DarkC1oak/elfrain2b.png), until told so.

--Rexfelum

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **DarkerDark** on **January 09, 2011, 06:41:44 am**

Do you know what sucks? Losing a nights worth of drawing because someone forgot to pack their power cable for the laptop... That someone being me.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Neyvn** on **January 09, 2011, 06:42:58 am**

Also forgot the magic of saving too by the sounds of it...

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Naes Draw** on **January 09, 2011, 09:13:34 am**

Quote from: DarkerDark on January 09, 2011, 06:41:44 am

Do you know what sucks? Losing a nights worth of drawing because someone forgot to pack their power cable for the laptop... That someone being me.

Oh man. Losing art because of something like that is never fun. But hey, now you can redo the parts you might not have quite liked! :)

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Johnfalcon99977** on **January 09, 2011, 09:18:27 am**

RAEG!

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Rolan7** on **January 09, 2011, 11:09:39 am**

I hate that so much): No matter how fun the writing or game or whatever is, losing progress is terribly rage inducing.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Flaede** on **January 09, 2011, 12:02:57 pm**

Quote from: Rexfelum on January 08, 2011, 06:44:05 pm

Quote from: Ahra on January 08, 2011, 06:06:01 pm

what stops him from shooting it between the bars? i mean his head fit between the bars.

I'm guessing the elven cages use that magic "suspended animation" thing which cages get in Dwarf Fortress. So a caged angry dragon doesn't breath fire in a fortress, and Ngusnogsted Obngot doesn't use the elastic flaming tongue.

This is also the reason I'm still nervous about the elephants: we can't trust that the elephants are tame, despite adorable pictures like this (http://i4.photobucket.com/albums/y139/DarkC1oak/elfrain2b.png), until told so.

--Rexfelum

If they have ever tasted of the blood of innocents elves, then we are screwed regardless. I say err on the side of caution.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **QuakeIV** on **January 09, 2011, 12:16:54 pm**

Unless you were drawing a single image over the course of a night, or a bunch at the same time or something, the vast majority of what you made will still be there, its not like you need to shut down to hold onto what you saved.

Also, your program may have auto-saved at some point for you.

Were you able to check any of this, or is your laptop still powerless?

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Askot Bokbondeler** on **January 09, 2011, 12:32:30 pm**

if i'm understanding it right, darkerdark didn't lose any drawings that were already actually created, he lost a night's worth of work because lacking a functioning laptop he couldn't get any work done.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Rexfelum** on **January 09, 2011, 02:04:13 pm**

Quote from: Askot Bokbondeler on January 09, 2011, 12:32:30 pm

if i'm understanding it right, darkerdark didn't lose any drawings that were already actually created, he lost a night's worth of work because lacking a functioning laptop he couldn't get any work done.

Oh? Huh, I hope so. Lost work-time is way less of a hassle than lost work. All that means is a little delay.

But those of you who can't stand the wait: don't stress out, we can get started early! I got a transcript of the next three panels:

Panel 1 -- Valo Tradedstalks: "By the power of Grayskull, transform and roll out!"

Panel 2 -- Space Frog crash-lands in the swamp, quickly pursued by Space Elf, wielding the Celestial Mouthwash.

Panel 3 -- Meanwhile, on the barge, Amala Nightglimmer and Golden Age Amala team up to Punch-Out!! the amphibian man prince.

Elves of Amanereli, *what do you do?*

--Rexfelum

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Johnfalcon99977** on **January 09, 2011, 02:36:08 pm**

I highly doubt that.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Karnewarrior** on **January 09, 2011, 02:43:23 pm**

Quote from: Johnfalcon99977 on January 09, 2011, 02:36:08 pm

I highly **dought** that.

Yay can we make pizza? :o

:P

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **techno65535** on **January 09, 2011, 07:23:39 pm**

I'll bring the sauce!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **QuakeIV** on **January 09, 2011, 07:54:33 pm**

When in doubt, pizza.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Karnewarrior** on **January 09, 2011, 09:14:37 pm**

Let me just say that your personal text (the under-the-avatar-text-stuff) is so appropriate for this new meme.

Fuck guys let's make this a meme.

PIZZA GAEM NOW.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Urist McOverlord** on **January 09, 2011, 09:22:06 pm**

I don't think the internet really needs any more of those

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Furtuka** on **January 09, 2011, 09:28:26 pm**

IT NEED MOAR OF DOUGHS

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rumrusher** on **January 09, 2011, 10:56:40 pm**

well if she has brain damage from the wood splinters lodge in her head then it's best to just call up a Hex Wizard and their vast Memory of Magical spells that can control evenEdit to their vision. Though I take it finding one and using their Healing abilities may lead to either 2 things one she regains brain damage in her travels, or the elves keep her in the state the wizard left her... which could be many things that does not share the same body type as a human: like a cat, a cow, a Succubus, a demon, a Night creature, an elephant, a large frog Titan.

Though that's for later after we get her back (and find one) we should just animal talk the elephant into rescuing the barge and after he/she does the job give it a nice elven armor and make a makeshift blonde wig for it.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **DarkerDark** on **January 10, 2011, 07:36:30 am**

One of the elves happens to see the drifting barge and manages to stammer, "Buh-buh-BARGE!" He points and flails about to get the attention of the camp. Almost immediately, bowelves rush into action, stringing their bows.

A rope is tied to an arrow and they make ready to shoot it at the barge when a concerned elf interrupts them, "Wait! You might hit Amala!"

"Quiet you! Our bowelf commandos are perfect at their jobs! They will not miss! Now aim for the back!"

"Who's?"

"The barge!"



The arrow is loosed and it sails through the air before hitting the barge, more specifically; the post keeping Amala tied down. The loud "Tok" of impact is followed by hearty cheers of triumph from the elves. They congratulate the archer and pat each other on the backs before working at reeling in the wayward barge. Meanwhile, the archer lets out a breath of relief, a few inches either way and that arrow might have easily turned Amala into a pin-cushion.

Valo assesses the situation. Something doesn't look right in his mind. The barge is drifting opposite of the wind, and surely the currents of rain induced flood waters aren't strong enough to have pulled the barge out so far so quickly.



Suddenly, as if on cue, several frogmen spring up from the murky depths and climb aboard the boat. Much to the dismay of the elves, they cut the rope and commandeer the vessel with Amala still aboard and unconscious!

The elves on shore gnash their teeth, they'll not let those sneaky frogmen get away so easily! Construction is finished on a second, smaller barge. While some fuss over means of propulsion, suggesting the use of things that would surely warrant threatening looks from Amala if she were awake, others, a team of armored bowelves, immediately push the barge out into the water and give chase.



Working oaken oars, The Elves of Aمانereli pursue the frogmen at the water churning speed of 10 MILES PER HOUR! Oh, how the frogmen must marvel at the incredibly high speed of the pursuing elves!



And indeed they do! They look out from their drifting barge shocked, not so much at the speed of the chasing elves, but by the fact that they're actually gaining on them! One of the larger frogmen draws a rubbery finger along the edge of his bone knife and stares at Amala, dark intentions flashing in his eyes.

The team of eight bowelf commandos is fast approaching Amala's drifting barge. How will they handle the situation? Shall they go in, bows blazing? Or perhaps they should draw up alongside the frogmen to board them, using swords in close combat? Is fighting even the best option? The frogmen might be open to negotiation. The fate of Amala Nightglimmer is in your hands, Children of Aمانereli!

Title: **Re: Elves of Aمانereli - Paint adventure**
Post by: **Furtuka** on **January 10, 2011, 07:46:55 am**

Shout that they will shoot if they hurt amala

Title: **Re: Elves of Aمانereli - Paint adventure**
Post by: **Ultimuh** on **January 10, 2011, 08:00:35 am**

Notice that little turtle there?
It must be quite a slow chase.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **rarborman** on **January 10, 2011, 08:05:19 am**

This comic needs eyepatched pirate frogs, and olm shoulder pets, and Amala should preferably wake up to a giant carp, only to pass out.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ed boy** on **January 10, 2011, 08:44:08 am**

Quote from: Ultimuh on January 10, 2011, 08:00:35 am

Notice that little turtle there?
It must be quite a slow chase.

I really like the turtle myself.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Lordinquisitor** on **January 10, 2011, 08:46:29 am**

God, the turtle is cute.

Shoot the Bastards.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **mission0** on **January 10, 2011, 09:23:51 am**

Turtle!

But yeah pincushion the frogs!

Their bodies should be enough to shield Amala.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Zako** on **January 10, 2011, 10:10:29 am**

Shoot the frogs, starting with any that try to harm amala first. If they row for their lives, close in for close combat!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Haspen** on **January 10, 2011, 10:23:13 am**

Shoot to kill!

Presumably the kill list not involving Amala.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ed boy** on **January 10, 2011, 10:32:01 am**

Enlist aid of the majestic turtle

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Naes Draw** on **January 10, 2011, 10:38:49 am**

Quote from: ed boy on January 10, 2011, 10:32:01 am

Enlist aid of the majestic turtle

Ahem

THIIIIIS.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **USEC_OFFICER** on **January 10, 2011, 10:44:33 am**

Quote from: Naes Draw on January 10, 2011, 10:38:49 am

Quote from: ed boy on January 10, 2011, 10:32:01 am

Enlist aid of the majestic turtle

Ahem

THIIIIIS.

Thiiiiiiiis.

(Then shoot the frogmen when the turtle proves less then majestic.)

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Armok** on **January 10, 2011, 10:48:35 am**

Fire at the frog with the knife!

Quote from: rarborman on January 10, 2011, 08:05:19 am

This comic needs eyepatched pirate frogs, and olm shoulder pets, and Amala should preferably wake up to a giant carp, only to pass out.

Oh yessssssss!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **mission0** on **January 10, 2011, 10:56:11 am**

Quote from: USEC_OFFICER on January 10, 2011, 10:44:33 am

Quote from: Naes Draw on January 10, 2011, 10:38:49 am

Quote from: ed boy on January 10, 2011, 10:32:01 am

Enlist aid of the majestic turtle

Ahem

THIIIIIS.

I fully support the above quotes
Thiiiiiiiis.

(Then shoot the frogmen when the turtle proves less then majestic.)

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **quip** on **January 10, 2011, 11:19:27 am**

Quote from: [rarborman](#) on January 10, 2011, 08:05:19 am

This comic needs eyepatched pirate frogs, and olm shoulder pets, and Amala should preferably wake up to a giant carp, only to ~~pass-out~~ kill us all.

Quote from: [mission0](#) on January 10, 2011, 10:56:11 am

Quote from: [USEC OFFICER](#) on January 10, 2011, 10:44:33 am

Quote from: [Naes Draw](#) on January 10, 2011, 10:38:49 am

Quote from: [ed boy](#) on January 10, 2011, 10:32:01 am

Enlist aid of the majestic turtle

Ahem

THIIIIIS.

I fully support the above quotes
Thiiiiiiiis.

(Then shoot the frogmen ~~when the turtle proves less then majestic.~~)

Thiiiiiiis.

Quote from: [Armok](#) on January 10, 2011, 10:48:35 am

Fire at the frog with the knife!

Quote from: [rarborman](#) on January 10, 2011, 08:05:19 am

This comic needs eyepatched pirate frogs, and olm shoulder pets, and Amala should preferably wake up to a giant carp, only to pass out.

Oh yessssssss!

Thiiis?

Okay, I've got my 'ideas' (quotes) down.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Urist McOverlord** on **January 10, 2011, 11:37:10 am**

Shoot froggy McKnife-in-hand. Then the rest of them. I count 8 bowelves to 4 frogs we can do this. Unless anybody points out why it won't work. Then we're screwed.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Muz** on **January 10, 2011, 12:29:56 pm**

I can't believe I missed this epic thread. I normally avoid threads with "elves" and "paint adventure". Posting to watch :P

Also, don't shoot them. It's not like the bowelves are marksmen. Just keep following, wait for an opportunity to open up.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Virex** on **January 10, 2011, 12:40:05 pm**

Quote from: [Urist McOverlord](#) on January 10, 2011, 11:37:10 am

Shoot froggy McKnife-in-hand. Then the rest of them. I count 8 bowelves to 4 frogs we can do this. Unless anybody points out why it won't work. Then we're screwed.

Except for the off-chance that the arrow skewers Amala it ought to work.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Haspen** on **January 10, 2011, 12:43:46 pm**

Quote from: [Urist McOverlord](#) on January 10, 2011, 11:37:10 am

Shoot froggy McKnife-in-hand. Then the rest of them. I count 8 bowelves to 4 frogs we can do this. Unless anybody points out why it won't work. Then we're screwed.

The wind is strong and against us? :P

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ultimuh** on **January 10, 2011, 01:35:19 pm**

Quote from: [quip](#) on January 10, 2011, 11:19:27 am

Quote from: [rarborman](#) on January 10, 2011, 08:05:19 am

This comic needs eyepatched pirate frogs, and olm shoulder pets, and Amala should preferably wake up to a giant carp, only to ~~pass-out~~ kill us all.

Quote from: [mission0](#) on January 10, 2011, 10:56:11 am

Quote from: [USEC OFFICER](#) on January 10, 2011, 10:44:33 am

Quote from: [Naes Draw](#) on January 10, 2011, 10:38:49 am

Quote from: [ed boy](#) on January 10, 2011, 10:32:01 am

Enlist aid of the majestic turtle

Ahem

THIIIIIS.

I fully support the above quotes
Thiiiiiiiis.

(Then shoot the frogmen ~~when the turtle proves less then majestic.~~)

Thiiiiiiiis.

Quote from: [Armok](#) on January 10, 2011, 10:48:35 am

Fire at the frog with the knife!

Quote from: [rarborman](#) on January 10, 2011, 08:05:19 am

This comic needs eyepatched pirate frogs, and olm shoulder pets, and Amala should preferably wake up to a giant carp, only to pass out.

Oh yessssssss!

Thiiis?

Okay, I've got my 'ideas' (quotes) down.

Oh for the love of.. someone need to kill off.. this that.. meme.. thing.. it have gotten out of hand several times already.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **USEC_OFFICER** on **January 10, 2011, 01:38:05 pm**

Quote from: Ultimuh on January 10, 2011, 01:35:19 pm

Quote from: quip on January 10, 2011, 11:19:27 am

Quote from: rarborman on January 10, 2011, 08:05:19 am

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Oh for the love of.. someone need to kill off.. ~~this~~ that.. meme.. thing.. it have gotten out of hand several times already.

Wait for it.

Wait for it.

Thiiiiiiiiiiiiiiiiiiiiis.

(Bum-Dum Tsk!)

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Ochita** on **January 10, 2011, 01:39:30 pm**

Just no. And god helps if it leaks into other threads like before with maxicaxi, so annoying.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **DarkerDark** on **January 10, 2011, 01:48:15 pm**

Quote from: Ultimuh on January 10, 2011, 01:35:19 pm

Quote from: quip on January 10, 2011, 11:19:27 am

Quote from: rarborman on January 10, 2011, 08:05:19 am

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Okay, I've got my 'ideas' (quotes) down.

Oh for the love of.. someone need to kill off.. ~~this~~ that.. meme.. thing.. it have gotten out of hand several times already.

Yeah guys! We don't want Ngusnogsted Obngot breaking out of his cage to show you what for! :P

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Diablous** on **January 10, 2011, 01:48:54 pm**

Didn't Toady come in here because of that thiiiiiiiiiiiis thing? That's more than enough reason to cut it out.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **rarborman** on **January 10, 2011, 01:49:10 pm**

No more of THIIIS meme, enjoy that a drug addled elf died to give this meme the right any meme deserves and let it fade away.

For the sake of kindness please take it off this forum and where the memes live and thrive and have little meme babies.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Rexfelum** on **January 10, 2011, 01:49:41 pm**

Quote from: ed boy on January 10, 2011, 10:32:01 am

Enlist aid of the majestic turtle

Alright, **in what** (majestic) **manner would you like its aid?** I'm just getting flashbacks to an elf making elephant noises (http://www.bay12forums.com/smf/index.php?topic=55601.msg1213084#msg1213084) right now. Once you're done with the majesty .

Quote from: Haspen on January 10, 2011, 12:43:46 pm

Quote from: Urist McOverlord on January 10, 2011, 11:37:10 am

Shoot froggy McKnife-in-hand. Then the rest of them. I count 8 bowelves to 4 frogs we can do this. Unless anybody points out why it won't work.

The wind is strong and against us?

Quote from: Muz on January 10, 2011, 12:29:56 pm

Also, don't shoot them. It's not like the bowelves are marksmen. Just keep following, wait for an opportunity to open up.

Shooting is risky, but I don't think these concerns really cover the situation. First, there's an amphibian man being scary with a knife right now. Next, the wind has shown no indications of being very strong. Lastly, let's look at the skill of the bowelves. What is known:

Quote from: DarkerDark on January 05, 2011, 09:53:30 am

10 Bowelves - armored
7 Bowelves - unarmored, skilled ambushers
10 Spearelves - shield and armored
8 untrained Spearelves
8 untrained Swordselves

Some elves were conscripted, and all the rest are "not untrained," whatever that means. It probably means a minimum of "skilled." The armored bowelves in the boat differ from the others in that they are *not* ambushers: if we are lucky, then in addition to putting that training into "Armor Use" skill, they may have even more training in bow use, so the concern they are not "marksmen" is only relative to Amala's superior skill. Looking here:



Amala skewered the middle amphibian man (and it's predecessor on the ground), while the *unarmored* archers at her shoulders got half of their targets. Now, looking here:



There is *one* archer ready at the prow, one elf on turtle duty, and six rowing. If you want to fire upon the barge, a better question might be **how many elves should do which task?**

--Rexfelum

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ochita** on **January 10, 2011, 01:53:36 pm**

There should be around 8 so we have 3~ elves free if we want to keep up this amazing speed.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ed boy** on **January 10, 2011, 02:24:01 pm**

There is at least one frogman between amala and the elves, so there is no danger of hitting amala if we try to shoot.

Quote from: Rexfelum on January 10, 2011, 01:49:41 pm

Quote from: ed boy on January 10, 2011, 10:32:01 am

Enlist aid of the majestic turtle

Alright, **in what** (majestic) **manner would you like its aid?** I'm just getting flashbacks to an elf making elephant noises (<http://www.bay12forums.com/smf/index.php?topic=55601.msg1213084#msg1213084>) right now. Once you're done with the majesty . . .

Take a look at the elf on turtle duty.



Look at his focus and concentration. He is clearly not idly watching the turtle, he has a *plan*. It's entirely possible that he has been conversing with the turtle as it passed.

Now look at what the turtle did afterwards. Instead of running away, or diving, away from any danger, it forged its way ahead of the barge. Not only is that indicative of its immense swimming power, you can see in its beady little eyes that it has a *task*.

Having just proved itself as capable of outpacing the barge, it could try to swim against it, pushing it back towards the elves. Alternatively, the murky waters were able to reveal no fewer than four frogmen. Who knows what lurks beneath? It's entirely possible that a horde of turtles lies below, ready to burst forth in all their glory, and make short work of the frogmen.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **quip** on **January 10, 2011, 02:33:07 pm**

Quote from: ed boy on January 10, 2011, 02:24:01 pm

There is at least one frogman between amala and the elves, so there is no danger of hitting amala if we try to shoot.

Quote from: Rexfelum on January 10, 2011, 01:49:41 pm

Quote from: ed boy on January 10, 2011, 10:32:01 am

Enlist aid of the majestic turtle

Alright, **in what** (majestic) **manner would you like its aid?** I'm just getting flashbacks to an elf making elephant noises (<http://www.bay12forums.com/smf/index.php?topic=55601.msg1213084#msg1213084>) right now. Once you're done with the majesty . . .

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Good lord! Yes! Yes! A thousand times yes my good man(?)! This Post makes me weep tears of joy as I read!
Takes monocle off
Thiii- Oh, uh... Yeah.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **rarborman** on **January 10, 2011, 02:34:17 pm**

If you ask me the turtle needs to get eaten by a giant carp along with an elf or two.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rolan7** on **January 10, 2011, 02:44:11 pm**

Quote from: ed boy on January 10, 2011, 02:24:01 pm

snip
Having just proved itself as capable of outpacing the barge, it could try to swim against it, pushing it back towards the elves. Alternatively, the murky waters were able to reveal no fewer than four frogmen. Who knows what lurks beneath? It's entirely possible that a horde of turtles lies below, ready to burst forth in all their glory, and make short work of the frogmen.

I too agree with this post. A marvelous plan indeed!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Aklyon** on **January 10, 2011, 02:45:13 pm**

Throw loop of rope around Turtle!
tighten it once its around it.
Then swing the turtle at the frogmen!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Karnewarrior** on **January 10, 2011, 03:53:41 pm**

Quote from: Aklyon on January 10, 2011, 02:45:13 pm

Throw loop of rope around Turtle!
tighten it once its around it.
Then swing the turtle at the frogmen!

Turtle-bola!
Yes. I want to see this in action. The face on the turtle would be *priceless*.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rexfelum** on **January 10, 2011, 03:58:29 pm**

Quote from: Rolan7 on January 10, 2011, 02:44:11 pm

Quote from: ed boy on January 10, 2011, 02:24:01 pm

snip
Having just proved itself as capable of outpacing the barge, it could try to swim against it, pushing it back towards the elves. Alternatively, the murky waters were able to reveal no fewer than four frogmen. Who knows what lurks beneath? It's entirely possible that a horde of turtles lies below, ready to burst forth in all their glory, and make short work of the frogmen.

I too agree with this post. A marvelous plan indeed!

So . . . so the plan is now . . . **retroactively HAVE PLANNED with the turtle to have it unleash untold (yet highly deserved) horrors upon the frogmen?** I guess it's okay, so long as the turtle isn't packing DELECTABLE SEASONING in that shell. (Wouldn't want a mass detonation near Amala.)

Quote from: ed boy on January 10, 2011, 02:24:01 pm

There is at least one frogman between amala and the elves, so there is no danger of hitting amala if we try to shoot.

Actually, there is the knife-bearing frogman *and* the prow itself:



Two levels of protection. I'm nervous about how it narrows near Amala's head, though, which means less "armor." Any archers should probably be told to aim for the spine. Or, more accurately, **"Now aim for the back!" "Whose?" "The frog's!"**

Oh, would anyone care to name these frogmen? I'm impressed by how distinctive DarkerDark managed to make them look. From left to right, I'd say we've got Big-Lips, Grunt, The Brow, and The Air-Sac.

--Rexfelum

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Armok** on **January 10, 2011, 04:32:56 pm**

We need to generate proper DF titles for them!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **rarborman** on **January 10, 2011, 04:57:20 pm**

The best I can gen up armok from left to right (`e)naetini, Seyec('e)amim('o), Lothecire, Im(`i)fama

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rexfelum** on **January 10, 2011, 05:30:43 pm**

Two more thoughts:

The lead frog man's aim with that knife could be to cut Amala free and use her as a shield. If so, a quick volley of arrows could be encouraged even if it risks injury to Amala. Any delay, and the enemy could *ensure* that arrows will hit her.

Quote from: ed boy on January 10, 2011, 02:24:01 pm

Having just proved itself as capable of outpacing the barge, it could try to swim against it, pushing it back towards the elves. Alternatively, the murky waters were able to reveal no fewer than four frogmen. Who knows what lurks beneath? It's entirely possible that a horde of turtles lies below, ready to burst forth in all their glory, and make short work of the frogmen.

The turtle could also be going forth to distract the lead frog with its cuteness.

--Rexfelum

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Urist Imiknorris** on **January 10, 2011, 06:01:12 pm**

Shoot the frogmen in the rear of the vessel. Leave only the leader alive. Catch up to him, grab the turtle, and bash him in the head with it.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **SHADOWdump** on **January 10, 2011, 06:03:48 pm**

Here's the true plan...

The turtle elf has instructed our shelled compatriot to swim ahead of the boat, where another elf on the other side of the boat whom we cannot see has instructed an eagle(or some other flying creature) to pick up the turtle, and drop it on Amala, where it will **SHIELD HER** from the knife frogman's attacks!

While this is happening, a flurry of arrows will be unleashed upon the frogmen from the bowelves in ðœ slightly cold pursuit.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Urist Imiknorris** on **January 10, 2011, 06:09:21 pm**

Is an elf secretly wearing the turtle on his/her head? Maybe breathing through a reed or something, despite nothing being shown in the water?

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Furtuka** on **January 10, 2011, 06:12:25 pm**

someone should grab that turtle after this situation and either add it to the caravan or keep it as a team pet

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **USEC_OFFICER** on **January 10, 2011, 06:21:00 pm**

Quote from: Furtuka on January 10, 2011, 06:12:25 pm

someone should grab that turtle after this situation and either add it to the caravan or keep it as a team pet

Watch him get horribly killed because you said this.

...

(Sorry)

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Aklyon** on **January 10, 2011, 06:26:49 pm**

Watch him get horribly killed because *you* said this.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **rarborman** on **January 10, 2011, 06:32:05 pm**

Watch him get horribly eaten because you said this.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Furtuka** on **January 10, 2011, 06:37:26 pm**

well I prefer team pet since the dwarves would probably abuse it

EDIT: WOOHOO I made the hundredth page!

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Ultimuh** on **January 10, 2011, 06:47:11 pm**

Quote from: Furtuka on January 10, 2011, 06:37:26 pm

well I prefer team pet **since the dwarves would probably abuse it**

Looks like we got some of them are watching this thread already.
I say one of the elves should use as a headpet (wear it like a head, just alive).. wait.. Amala is missing her hat..

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **SHAD0Wdump** on **January 10, 2011, 07:02:34 pm**

Oh hey, 100th page, I wonder if there will be any celebration in order?

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **techno65535** on **January 10, 2011, 07:09:29 pm**

Other elves begin firing on the frogs while the Turtle-watching elf jumps into the water to catch the turtle that has him so captivated. Said elf then either uses the turtle as his own hat or gives it to Amala when she wakes up.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Rexfelum** on **January 10, 2011, 09:51:48 pm**

Quote from: SHAD0Wdump on January 10, 2011, 07:02:34 pm

Oh hey, 100th page, I wonder if there will be any celebration in order?

Back on-topic, I just counted the number of turtle-related suggestions so far. Twelve. You people.

I still hold out hope that the turtle will go forth to distract the lead frog with its cuteness. Another concern no-one seems to have mentioned is that at least three of the enemies have blowguns, including the hypothetical "leader," and they probably use drugged darts. If the amphibian men want to fight (and, after the past struggle, we have to assume they do), then any form of attack that requires getting close is a bad idea. I approve of a combo of adorable turtle intervention and swift arrow volley. Then, well, you can talk about hats all you want.

--Rexfelum

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **DrunkDorfPally** on **January 10, 2011, 10:45:44 pm**

Quote from: USEC_OFFICER on January 10, 2011, 10:44:33 am

Quote from: Naes Draw on January 10, 2011, 10:38:49 am

Quote from: ed boy on January 10, 2011, 10:32:01 am

Enlist aid of the majestic turtle

Ahem

THIIIIIS.

Thiiiiiiiis.

(Then shoot the frogmen when the turtle proves less then majestic.)

That. W/ salted arrows. XP And the legendary turtle titan is summoned by the lil' turtle to save the day!
http://www.youtube.com/watch?v=SNy73PP-YeI http://www.youtube.com/watch?v=27TvW82iR1E&feature=related "The small turtle summons, Ghamgura, the legendary Turtle Titan! Beware its flying body slam shell attack!"

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Flaede** on **January 11, 2011, 12:08:43 am**

what is all this nonsense? We are elves! We should negotiate! And use thinly veiled insults as we do it!

Simply asking what the frogs want would be helpful. That would give them much time to posture and make demands instead of doing bad things to our brave leader!

(and give Plan Turtle a chance to develop)

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rumrusher** on **January 11, 2011, 02:17:35 am**

Quote from: Flaede on January 11, 2011, 12:08:43 am

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(and give Plan Turtle a chance to develop)

well she did salt one and used him/her/it as a living bomb to kill most of his/her/it comrades I think negotiating out of that is impossible when she in their hold unlike the last time where the elephants still see her still in Enrage at all enemies mode.I guess the turtle would just ride up and cause traffic for the Frogbarge making it easier for the elves to make a clear shot and the frog with the knife, or hopefully the turtle summons a legion of friendly TurtleMen who maybe all skilled in Ambush.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Jiri Petru** on **January 11, 2011, 06:38:48 am**

This is a great thread, nice to see it back alive. Will be following this.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rexfelum** on **January 11, 2011, 02:21:31 pm**

Quote from: Flaede on January 11, 2011, 12:08:43 am

what is all this nonsense? We are elves! We should negotiate! And use thinly veiled insults as we do it!

Simply asking what the frogs want would be helpful. That would give them much time to posture and make demands instead of doing bad things to our brave leader!

(and give Plan Turtle a chance to develop)

"Plan Turtle" . . .

So, something like: quickly shout "What do you want?" and wait for any immediate response. If they stop with the "menacing-actions-towards-Amala" thing and respond, then proceed to negotiate et cetera. If they do not stop, skewer them with a volley of arrows before they can kill Amala and/or use her as a shield. Yes?

--Rexfelum

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Karnewarrior** on **January 11, 2011, 03:47:43 pm**

If we have a bag of salt and some type of low explosive, and if we can get close enough...

>:D

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Siquo** on **January 11, 2011, 05:36:12 pm**

A blowpipe! One elf grabs a reed, cuts it into a blowpipe, stamps the salt/seasoning into a projectile, and blows it towards them!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Naes Draw** on **January 11, 2011, 05:41:55 pm**

Quote from: Siquo on January 11, 2011, 05:36:12 pm

A blowpipe! One elf grabs a reed, cuts it into a blowpipe, stamps the salt/seasoning into a projectile, and blows it towards them!

I say! This innovation may yet show them what for! I approve wholeheartedly!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Terrahex** on **January 11, 2011, 05:42:48 pm**

Quote from: Naes Draw on January 11, 2011, 05:41:55 pm

Quote from: Siquo on January 11, 2011, 05:36:12 pm

A blowpipe! One elf grabs a reed, cuts it into a blowpipe, stamps the salt/seasoning into a projectile, and blows it towards them!

I say! This innovation may yet show them what for! I approve wholeheartedly!

frogmen are considerably better in the water than elves, no we stay in the boat and fire arrows.

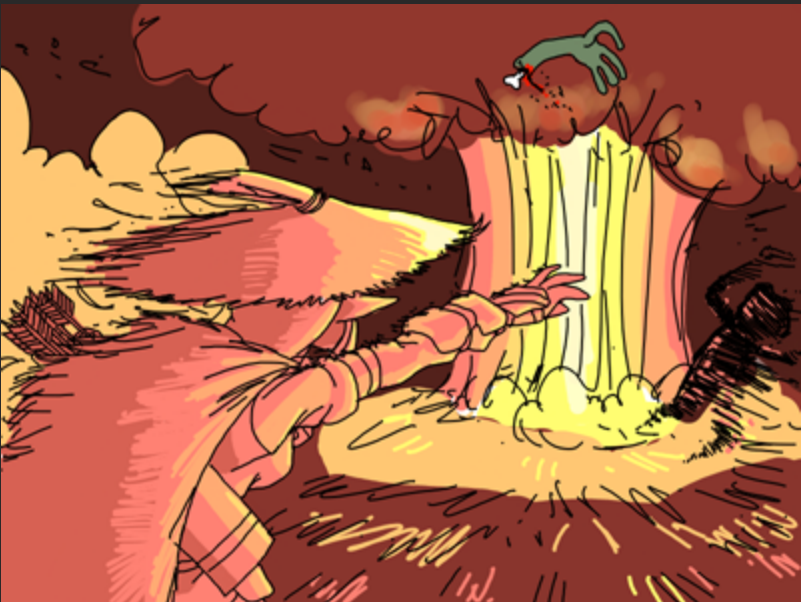
TURTLE POWER!!!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rexfelum** on **January 11, 2011, 07:29:57 pm**

Quote from: Siquo on January 11, 2011, 05:36:12 pm

A blowpipe! One elf grabs a reed, cuts it into a blowpipe, stamps the salt/seasoning into a projectile, and blows it towards them!

However awesome this is, I must argue against using salt right now. Consider the blast radius:



(Note the amphibian man on the right for size comparison.) Now consider the barge and Amala's positioning therein:



Evidence suggests all the enemies are at the front, in that little area with no cloth covering. Now mentally superimpose these two graphics. Explosions would be bad.

Also, for the record, the original mention of DELECTABLE SEASONING (<http://www.bay12forums.com/smf/index.php?topic=55601.msg1373562#msg1373562>) stated it is "that which every Elven veteran carries." We do not know who among the elves counts as a "veteran" other than Amala, and her personal salt shaker is likely back in the makeshift camp.

Of course, those still in the camp could work on this as a backup plan. In case "Plan Turtle" doesn't pan out.

--Rexfelum

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **DrunkDorfPally** on **January 11, 2011, 09:59:44 pm**

Quote from: Rumrusher on January 11, 2011, 02:17:35 am

Quote from: Flaede on January 11, 2011, 12:08:43 am

what is all this nonsense? We are elves! We should negotiate! And use thinly veiled insults as we do it!

Simply asking what the frogs want would be helpful. That would give them much time to posture and make demands instead of doing bad things to our brave leader!

(and give Plan Turtle a chance to develop)

well she did salt one and used him/her/it as a living bomb to kill most of his/her/it comrades I think negotiating out of that is impossible when she in their hold unlike the last time where the elephants still see her still in Enrage at all enemies mode.I guess the turtle would just ride up and cause traffic for the Frogbarge making it easier for the elves to make a clear shot and the frog with the knife, or hopefully the turtle summons a legion of friendly TurtleMen who maybe all skilled in Ambush.

I know just the people! XD <http://www.youtube.com/watch?v=bojx9BDpJks&feature=related>

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Flaede** on **January 12, 2011, 04:35:49 am**

Quote from: Rumrusher on January 11, 2011, 02:17:35 am

Quote from: Flaede on January 11, 2011, 12:08:43 am

what is all this nonsense? We are elves! We should negotiate! And use thinly veiled insults as we do it!

Simply asking what the frogs want would be helpful. That would give them much time to posture and make demands instead of doing bad things to our brave leader!

(and give Plan Turtle a chance to develop)

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You have a point, but despite the violence between our two groups, we *did* manage to capture the titan/FB that had them cowering in fear. That must count for something, right?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Dorten** on **January 12, 2011, 06:09:49 am**

Quote from: techno65535 on January 10, 2011, 07:09:29 pm

Other elves begin firing on the frogs while the Turtle-watching elf jumps into the water to catch the turtle that has him so captivated. Said elf then either uses the turtle as his own hat or gives it to Amala when she wakes up.**Or drowns before even catching it**

Fixd

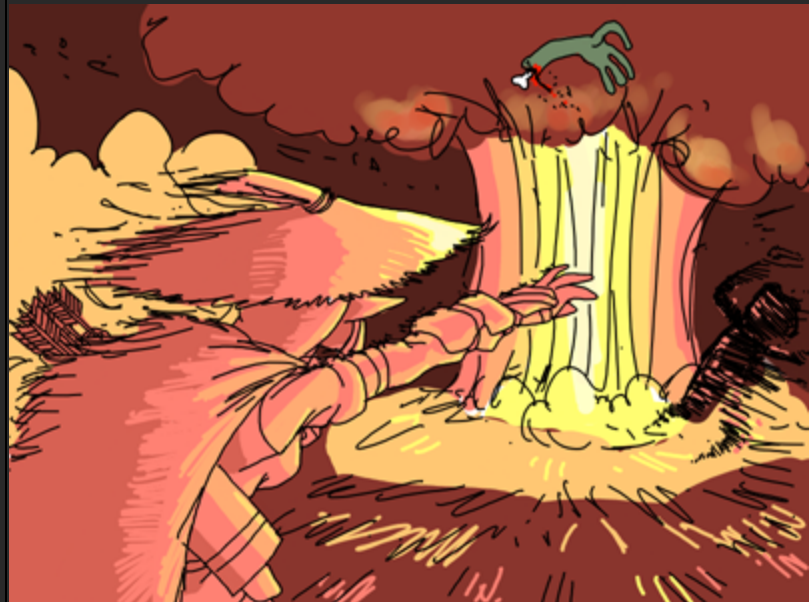
Also: It's alive! ALIVE! (I just found out, that this thread is **ALIVE** again)

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Askot Bokbondeler** on **January 12, 2011, 09:28:41 am**

Quote from: Rexfelum on January 11, 2011, 07:29:57 pm

Quote from: Siquo on January 11, 2011, 05:36:12 pm
A blowpipe! One elf grabs a reed, cuts it into a blowpipe, stamps the salt/seasoning into a projectile, and blows it towards them!

However awesome this is, I must argue against using salt right now. Consider the blast radius:



(Note the amphibian man on the right for size comparison.) Now consider the barge and Amala's positioning therein:



Evidence suggests all the enemies are at the front, in that little area with no cloth covering. Now mentally superimpose these two graphics. Explosions would be bad.

Also, for the record, the original mention of DELECTABLE SEASONING (<http://www.bay12forums.com/smf/index.php?topic=55601.msg1373562#msg1373562>) stated it is "that which every Elven veteran carries." We do not know who among the elves counts as a "veteran" other than Amala, and her personal salt shaker is likely back in the makeshift camp.

Of course, those still in the camp could work on this as a backup plan. In case "Plan Turtle" doesn't pan out.

--Rexfelum

i still think that explosion was the titan's fire breath.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ed boy** on **January 12, 2011, 09:36:03 am**

It had a flaming tongue, but I don't recall any fire breath.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Askot Bokbondeler** on **January 12, 2011, 10:10:26 am**

Quote from: DarkerDark on July 04, 2010, 07:12:54 am



Ngusnogsted Obngot, The Titan has come! It's humanoid body resembles that of a giant toad with great gnashing teeth. Beware it's fiery breath!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rexfelum** on **January 12, 2011, 01:56:44 pm**

Quote from: Flaede on January 12, 2011, 04:35:49 am

You have a point, but despite the violence between our two groups, we *did* manage to capture the titan/FB that had them cowering in fear. That must count for something, right?

Why d'ya people keep talking about this as a *good* thing? Right when the game resumed, before we actually saw them froggies attack,

DarkerDark mentioned a concerning possibility:

Quote from: DarkerDark on January 02, 2011, 09:04:08 am

Also, there is still the threat of an amphibian man attack. Though they were repulsed once before, you now have their god, the Great Titan, Ngusnogsted Obngot. They might not let you walk away without some sort of rescue attempt, and the flooding wetlands only works to their advantage if it comes to another fight.

. . . And now they're on the attack. How's this for a guess: **the amphibian man assault team wants to kidnap Amala so they can trade her for the titan.** A leader for a leader. The caravan suffered 22 lost barrels of strawberry wine (20 consumed, 2 smashed), 2 dead elves (eaten), and a coma just to capture the titan, and if the frogs have their way then every last bit could be for nothing. **Elves of Amanereli, will you stand for this?**

Quote from: Askot Bokbondeler on January 12, 2011, 09:28:41 am

i still think that explosion was the titan's fire breath.

"Still"? I can't find where you mentioned this before. The possibility deserves discussion.

Though, the smoke on the enemy's head (<http://i4.photobucket.com/albums/y139/DarkC1oak/elf57.png>) does indicate some reaction.

--Rexfelum

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **USEC_OFFICER** on **January 12, 2011, 05:11:54 pm**

If the explosion was from the titan's fire breath, why did he use it on his worshippers when their are perfectly tasty elves to roast?

The explosion was definitively caused by the salt.

Plus the titan didn't arrive until after the explosion. Also, I point to this following quote:

Quote from: DarkerDark on July 04, 2010, 07:12:54 am

Hurling the salted frogman into it's comrades produces a horrendous explosion. Combat comes to a stop as all eyes fall upon the rising fireball that was once an amphibian man.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **QuakeIV** on **January 12, 2011, 11:44:49 pm**

The elves... I cant bring myself to murder them as they arrive to trade...

WHAT THE HELL HAVE YOU DONE TO ME

EDIT: Also, if your wondering, I did indeed just find this out.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rexfelum** on **January 12, 2011, 11:58:24 pm**

Quote from: QuakeIV on January 12, 2011, 11:44:49 pm

The elves... I cant bring myself to murder them as they arrive to trade...

Yeah . . . we're gonna have to see what the nice citizens of Copper Gates do to the caravan when it arrives. There are many, many possibilities.

--Rexfelum

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Dorten** on **January 13, 2011, 12:01:10 am**

Quote from: Rexfelum on January 12, 2011, 11:58:24 pm

Quote from: QuakeIV on January 12, 2011, 11:44:49 pm

The elves... I cant bring myself to murder them as they arrive to trade...

Yeah . . . we're gonna have to see what the nice citizens of Copper Gates do to the caravan when it arrives. There are many, many possibilities.

--Rexfelum

<http://www.mkv25.net/dfma/poi-15158-teh-awsom-elvmerchandgritterdevice>
I still think that's the best way

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **QuakeIV** on **January 13, 2011, 12:01:38 am**

I fully expect the dwarfs to be extremely pleased with what the elves bring with them, though I dunno how well the elves themselves will do.

Hopefully some decent commerce will ensue.

I know id want a pair of elephants, and a frog titan to tame.

Id just probably kill the elves to get them.

Quote from: Dorten on January 13, 2011, 12:01:10 am

Quote from: Rexfelum on January 12, 2011, 11:58:24 pm

Quote from: QuakeIV on January 12, 2011, 11:44:49 pm

The elves... I cant bring myself to murder them as they arrive to trade...

Yeah . . . we're gonna have to see what the nice citizens of Copper Gates do to the caravan when it arrives. There are many, many possibilities.

--Rexfelum

I fully expect to see that.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rexfelum** on **January 13, 2011, 03:00:35 am**

Quote from: Urist Imiknorris on January 10, 2011, 06:09:21 pm
Is an elf secretly wearing the turtle on his/her head? Maybe breathing through a reed or something, despite nothing being shown in the water?

Although this idea is patently absurd, and surely will not be incorporated by DarkerDark into the next update in any way, it has gotten me thinking. Valo Tradedstalks is known to be a bowelf with no armor (<http://i4.photobucket.com/albums/y139/DarkC1oak/elfrain4a.png>):

Quote from: DarkerDark on January 05, 2011, 09:53:30 am
7 Bowelves - unarmored, skilled ambushers

Also, he has a side weapon (short sword), which can be convenient. And since we don't see him with the elves on the small barge, we don't know what he is doing. Who is to say that Valo doesn't have a subtle plan in motion? Who is to say the elf is not dashing unseen along the shoreline, waiting for the moment to fire an arrow? Or even sneaking up underwater through some mechanism that clearly no-one has suggested before me, to lunge out and slit an amphibian man's throat?

And . . . if DarkerDark says "No, Valo isn't doing that," it could still be cool for the future.

--Rexfelum

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Dorten** on **January 13, 2011, 06:02:00 am**

Quote from: Rexfelum on January 13, 2011, 03:00:35 am
Quote from: Urist Imiknorris on January 10, 2011, 06:09:21 pm
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And . . . if DarkerDark says "No, Valo isn't doing that," it could still be cool for the future.

--Rexfelum

And many still believe, that there are more frogmen underwater. Ant that underwater is more for them, than for elves. So, methinks, going underwater isn't going to work.

Yep that's me: ruining other's plans without suggesting anything in return!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Flaede** on **January 14, 2011, 03:51:59 am**

Quote from: Rexfelum on January 12, 2011, 01:56:44 pm
Quote from: Flaede on January 12, 2011, 04:35:49 am
You have a point, but despite the violence between our two groups, we *did* manage to capture the titan/FB that had them cowering in fear. That must count for something, right?

Why d'ya people keep talking about this as a *good* thing? Right when the game resumed, before we actually saw them froggies attack, DarkerDark mentioned a concerning possibility:

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Also, there is still the threat of an amphibian man attack. Though they were repulsed once before, you now have their god, the Great Titan, Ngusnogsted Obngot. They might not let you walk away without some sort of rescue attempt, and the flooding wetlands only works to their advantage if it comes to another fight.

I guess I just think that since they were terrified of their god, and he was *eating them*, that they might be happy to have more religious freedom. Perhaps we need to try gaining some converts? Do we have any shamanic missionaries (whoa. role reversal) in our ranks?

Either way, if they are trying to capture Amala for a trade, I still say engaging them in discussion would be a good start to not getting Amala killeded right off.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Dorten** on **January 14, 2011, 05:09:25 am**

I understood now!
They want Amala as their new god! And the knife is not for killing her, but for sacrificing poor innocent bypassing turtle to her!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **thvaz** on **January 14, 2011, 07:53:57 am**

We have a hidden gem on this forum. Great work.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rexfelum** on **January 14, 2011, 01:56:27 pm**

Quote from: Flaede on January 14, 2011, 03:51:59 am
I guess I just think that since they were terrified of their god, and he was *eating them*, that they might be happy to have more religious freedom. Perhaps we need to try gaining some converts? Do we have any shamanic missionaries (whoa. role reversal) in our ranks?

Could be good, yes. Had this merely been posted earlier in the thread and gotten more momentum behind it from the other players, I could see it going places. Ah, what cruel fate!

Poor attempts at cynical humor aside, I note that the caravan left behind the diplomat with the silver tongue (<http://www.bay12forums.com/smf/index.php?topic=55601.msg1215725#msg1215725>). I think any language-based conflict resolution would be limited to things that are easy to shout in a high(-ish)-speed barge chase, like just asking what they want. Unless you have any particular suggestions.

But, for all we know, the upcoming events will end in a stalemate that allows time to talk.

--Rexfelum

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **DarkerDark** on **January 14, 2011, 04:42:52 pm**

No update this week, as my sister ran off to visit relatives in New York, taking my laptop with her. She was supposed to be back today, but now they've extended the stay until Sunday.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Aklyon** on **January 14, 2011, 04:48:02 pm**

Why did she take *your* laptop?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Flaede** on **January 14, 2011, 05:03:01 pm**

Quote from: Aklyon on January 14, 2011, 04:48:02 pm

Why did she take *your* laptop?

Because sisters are like that?

Quote from: Rexfelum on January 14, 2011, 01:56:27 pm

Quote from: Flaede on January 14, 2011, 03:51:59 am

I guess I just think that since they were terrified of their god, and he was *eating them*, that they might be happy to have more religious freedom. Perhaps we need to try gaining some converts? Do we have any shamanic missionaries (whoa. role reversal) in our ranks?

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Yeah, I wish I'd thought of it earlier. Whatever happens will still be awesome, though.

And yeah, leaving behind all religious and diplomatic figures has set us back a bit in this regard. It's probably why it wasn't earlier that I took the "we have your god" all the way to "want a new one?".

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rexfelum** on **January 14, 2011, 05:43:57 pm**

Quote from: Flaede on January 14, 2011, 05:03:01 pm

Quote from: Rexfelum on January 14, 2011, 01:56:27 pm

Quote from: Flaede on January 14, 2011, 03:51:59 am

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And yeah, leaving behind all religious and diplomatic figures has set us back a bit in this regard. It's probably why it wasn't earlier that I took the "we have your god" all the way to "want a new one?".

Well, guess what?

Quote from: DarkerDark on January 14, 2011, 04:42:52 pm

No update this week, as my sister ran off to visit relatives in New York, taking my laptop with her. She was supposed to be back today, but now they've extended the stay until Sunday.

We've got time now. Since all this stuff happens in DarkerDark's brain, we can toss out anything and see how it percolates through. So, for example, I can share the mental picture I got of Valo finding that his old blade of grass had become hollow after days of chewing and could therefore serve as an unnoticeable "breathing reed" for someone who felt like swimming stealthily up to the barge, and who knows what would happen?

It would be awesome for the elven caravan to travel across the continent mending alliances and forging new friendships (for the greater glory of all Amanereli). Peace with the amphibian men would be cool. But did we pass the diplomatic point-of-no-return halfway through the last update?

--Rexfelum

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Flaede** on **January 14, 2011, 06:10:28 pm**

Quote from: Rexfelum on January 14, 2011, 05:43:57 pm

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Ah, yes, Valo the reed chewer. Who Is Awesome. I'm just worried that if he goes off on his own he will Find Things out in the water. Or he could be like a Pitch Black Vin Diesel character, who does his best work alone ;) I know he seems a little slim for that, but maybe he's brawny for an elf?

But if he went off alone Rambo Style, then who would he make wry insightful comments to? The audience?

Quote from: Rexfelum on January 14, 2011, 05:43:57 pm

It would be awesome for the elven caravan to travel across the continent mending alliances and forging new friendships (for the greater glory of all Amanereli).

Word. (The Word? The Word Made Wood?) What *is* the elves' weird shamanic religion? We've had some hints from the "meanwhile back at the tree" interlude). Perhaps they can all connect to the planet a la the crazy plant-based-internet in Avatar?

Quote from: Rexfelum on January 14, 2011, 05:43:57 pm

But did we pass the diplomatic point-of-no-return halfway through the last update?

Maaaybe? Yeah. I'm worried we did. But at least it could be a tragic tree-hugging "why can't we just all get *along*?" thing, while we fill them with arrows. Maybe if instead we could sing disney-esque songs to have the *other woodland* swamp creatures ally with us, and ~~save Amala~~ bite our enemies' faces off? I just have to think of some lyrics.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Rexfelum** on **January 14, 2011, 06:37:29 pm**

Quote from: Flaede on January 14, 2011, 06:10:28 pm

But if he went off alone Rambo Style, then who would he make wry insightful comments to? The audience?

Hmm. Depends. If he sneaks along the shore with other ambushers, well, then that's all set. If he gets over to the barge to engage in at-swordpoint diplomacy before anything else happens, then he could talk to the amphibian men. If the archers on the water kill most of the amphibian men, and the knife-wielding leader stops the elven assault by holding Amala hostage, and Valo single-handedly saves the day by assassinating that last foe and then catching Amala's falling form, discovering it was at this exact moment that she came to her senses, then he might very well have a thing or two to say to her. Assuming she let him get a word in edgewise.

And yes, it is most critical to establish *these* sorts of things out of *everything* we could be doing with the game.

Quote from: Flaede on January 14, 2011, 06:10:28 pm

What *is* the elves' weird shamanic religion? We've had some hints from the "meanwhile back at the tree" interlude.

Yeah, can't help you. All I know from Dwarf Fortress is that there are "forces" out there (or some other term like that). We haven't really heard religious expressions in conversation, and the most vehement "oath-taking" was "By the Tranquil Forest, Yes!" Which, interestingly, was *also* from a hallucinogenic interlude. Draw what conclusions you will.

Quote from: Flaede on January 14, 2011, 06:10:28 pm

Maybe if instead we could sing disney-esque songs to have the *other woodland* swamp creatures ally with us, and ~~save Amala~~ bite our enemies' faces off? I just have to think of some lyrics.

Awake ye scary great old ones?

--Rexfelum

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **DrunkDorfPally** on **January 14, 2011, 08:17:55 pm**

Quote from: Rexfelum on January 14, 2011, 06:37:29 pm

Awake ye scary great old ones?

--Rexfelum

YES! ***THAT*** Song! XD

<http://www.youtube.com/watch?v=KbzuzSbCyfQ>

<http://www.youtube.com/watch?v=L9gRtHX6c08>

And we shall use the forbidden word/sigil/rune of "+#!\$" to summan the Mother of a Thousand Young and her children to save nature from these foul Deep One ripoffs! IA IA! XD

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Flaede** on **January 15, 2011, 03:30:04 am**

I always liked "It's beginning to look a lot like Fishmen".

<http://www.youtube.com/watch?v=3tTHn2tHhcI>

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **DrunkDorfPally** on **January 15, 2011, 11:06:44 am**

Quote from: Flaede on January 15, 2011, 03:30:04 am

I always liked "It's beginning to look a lot like Fishmen".
<http://www.youtube.com/watch?v=3tTHn2tHhcI>

Shouldn't that be "Frogmen?" Kek! XD

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Flaede** on **January 15, 2011, 11:09:52 am**

Quote from: DrunkDorfPally on January 15, 2011, 11:06:44 am

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Shouldn't that be "Frogmen?" Kek! XD

I was thinking that fishmen might help us elves when diplomacy with the froggies breaks down.

Although if we want to get on the good side of the frogs... <http://www.youtube.com/watch?v=CImi8VwNN1A>

INTERRUPTION: FROGMEN CANCELS KIDNAP: Free Soda Pop and Crackers.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **ed boy** on **January 15, 2011, 11:24:12 am**

Quote from: Flaede on January 15, 2011, 11:09:52 am

Quote from: DrunkDorfPally on January 15, 2011, 11:06:44 am

Quote from: Flaede on January 15, 2011, 03:30:04 am

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I was thinking that fishmen might help us elves when diplomacy with the froggies breaks down.

When diplomacy breaks down? It broke down when we tried this (<http://www.bay12forums.com/smf/index.php?topic=55601.msg1278818#msg1278818>).

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **quip** on **January 15, 2011, 04:13:50 pm**

Quote from: ed boy on January 15, 2011, 11:24:12 am

Quote from: Flaede on January 15, 2011, 11:09:52 am

Quote from: DrunkDorfPally on January 15, 2011, 11:06:44 am

Quote from: Flaede on January 15, 2011, 03:30:04 am

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I was thinking that fishmen might help us elves when diplomacy with the froggies breaks down.

When diplomacy breaks down? It broke down when we tried this (http://www.bay12forums.com/smf/index.php?topic=55601.msg1278818#msg1278818).

We're elves! When our caravans drown in floods of magma during trade negotiations in dwarven forts we send another caravan in exactly the same! Repeating failed tactics is the elven definiton of brilliant planning!

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **DrunkDorfPally** on **January 15, 2011, 04:47:30 pm**

How did Dwarf Fortress elves get such a high reproduction rate anyway? Most fantasy elves have a low reproduction rate to compensate for thier long lifespans. Of course, I guess that's why thier cannibals. (To keep from starving to death.) X_x

I wonder if elves have orc/goblin farms since they reproduce pretty fast? XD KEK.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Askot Bokbondeler** on **January 15, 2011, 05:09:43 pm**

Quote from: DrunkDorfPally on January 15, 2011, 04:47:30 pm

Most fantasy elves have a low reproduction rate to compensate for thier long lifespans.

i'd guess df elves have a high reproduction rate to compensate for their short lifespans, then.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **DrunkDorfPally** on **January 15, 2011, 05:17:18 pm**

Quote from: Askot Bokbondeler on January 15, 2011, 05:09:43 pm

Quote from: DrunkDorfPally on January 15, 2011, 04:47:30 pm

Most fantasy elves have a low reproduction rate to compensate for thier long lifespans.

i'd guess df elves have a high reproduction rate to compensate for their short lifespans, then.

Funny, I thought the smart ones could live several centuries, if not millennia...
Ohhhhh...yeah, right, the "smart" part. It's a shame so many of the elves in this setting are foolhardy, stupid, or both. ::) Still funny tho. X-S

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Urist Imiknorris** on **January 15, 2011, 07:26:48 pm**

I suggest an elf distracts the frogmen by singing Surfing Bird at the top of his lungs.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **ed boy** on **January 15, 2011, 07:35:14 pm**

Quote from: Urist Imiknorris on January 15, 2011, 07:26:48 pm

I suggest an elf distracts the frogmen by singing Surfing Bird at the top of his lungs.

I am seconding this so hard.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Ultimuh** on **January 15, 2011, 08:00:12 pm**

Quote from: ed boy on January 15, 2011, 07:35:14 pm

Quote from: Urist Imiknorris on January 15, 2011, 07:26:48 pm

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I wonder if this will end up in a Benny Hill chase. :P

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **USEC_OFFICER** on **January 15, 2011, 08:01:16 pm**

Quote from: Ultimuh on January 15, 2011, 08:00:12 pm

Quote from: ed boy on January 15, 2011, 07:35:14 pm

Quote from: Urist Imiknorris on January 15, 2011, 07:26:48 pm

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I wonder if this will end up in a Benny Hill chase. :P

I thought that it would eventually devolve into one anyways.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **QuakeIV** on **January 16, 2011, 11:56:01 am**

Bumped for OP convenience, id guess an update is coming soon.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Rumrusher** on **January 17, 2011, 03:40:58 am**

Wait maybe if you dress one female elf up in black leather and dye her hair you could push her off as the black queen who should shriek fear into webbed hearts using Gimmick levels the oh wait these are Frog men not Toad men dang almost forgot that part. hopefully this isn't leading to a water fall(which should in DF cause anyone excited and happy) so a gif of the elves shifting to Happy and DOOMED faces.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **DrunkDorfPally** on **January 17, 2011, 05:10:07 pm**

Quote from: Rumrusher on January 17, 2011, 03:40:58 am

Wait maybe if you dress one female elf up in black leather and dye her hair you could push her off as the black queen who should shriek fear into webbed hearts using Gimmick levels the oh wait these are Frog men not Toad men dang almost forgot that part. hopefully this isn't leading to a water fall(which should in DF cause anyone excited and happy)

so a gif of the elves shifting to Happy and DOO!ED faces.

I want "that." ;-) Just because they're frogs doesn't mean it couldn't work. XP Waterfall would still be funny too. X-/

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Rexfelum** on **January 17, 2011, 05:33:05 pm**

Quote from: DrunkDorfPally on January 17, 2011, 05:10:07 pm

Waterfall would still be funny too.

Hmm, I don't think it's that likely. The map (most recently seen here (<http://i4.photobucket.com/albums/y139/DarkC1oak/map2.png>) over in this update (<http://www.bay12forums.com/smf/index.php?topic=55601.msg1251429#msg1251429>)) shows the upcoming Hills of Foreboding. Even if there were enough water for a waterful, the elves would be at the bottom of it.

--Rexfelum

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Dorten** on **January 17, 2011, 11:16:46 pm**

And besides, That's not even river! That's a big flooded swamp!

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Rumrusher** on **January 19, 2011, 05:29:01 am**

in DF you can't have a swamp, a river, and a waterfall? Ok, Then maybe there a flooded narrow channel that dips into a really steep hill.... which was all carve out by Dwarves who built their main entrence In the Dwarf made river as a protection against goblins/frogmen and the elves happen to ride over it. If we can pray real hard in to the right Dwarf god(s) ~~we can grow beards~~ we might have them assist in Damming the narrow river.

-checks boat chase picture-

okay a Really big dwarf made River.

or light an arrow on fire and set the Frog-barge on fire.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **eerr** on **January 19, 2011, 07:00:36 am**

So if Amala dies, the expedition is over?

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **quip** on **January 19, 2011, 11:18:06 am**

Quote from: eerr on January 19, 2011, 07:00:36 am

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No, we'll just elect another permanent leader and so on until we only have one left. That badass elf will drag him/herself and a small armies worth of various caged creatures two the Dwarves before creating a lasting peace between our to races and *getting them to give him/her their artifact adamantine items out of sheer badassitude*. And then return to Amanereli unmolseted by the creatures of the wilds through lethal amounts of awesome killing any that stand in their way. Once they return they will be a hero and elves will become the most feared creatures in this world. Tales will be forever told of our caravan and the stupidly high mortality rate around it.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Armok** on **January 19, 2011, 11:58:44 am**

Quote from: quip on January 19, 2011, 11:18:06 am

Quote from: eerr on January 19, 2011, 07:00:36 am

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No, we'll just elect another permanent leader and so on until we only have one left. That badass elf will drag him/herself and a small armies worth of various caged creatures two the Dwarves before creating a lasting peace between our to races and *getting them to give him/her their artifact adamantine items out of sheer badassitude*. And then return to Amanereli unmolseted by the creatures of the wilds through lethal amounts of awesome killing any that stand in their way. Once they return they will be a hero and elves will become the most feared creatures in this world. Tales will be forever told of our caravan and the stupidly high morality rate around it.

And his name is Valo Tradedstalks.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Japa** on **January 19, 2011, 12:05:33 pm**

you said morality.

I'm not sure weather or not that's a typo.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **quip** on **January 19, 2011, 12:35:14 pm**

Quote from: Japa on January 19, 2011, 12:05:33 pm

you said morality.

I'm not sure weather or not that's a typo.

It was, I can't spell my way out of a wet paper bag.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Rexfelum** on **January 19, 2011, 01:28:08 pm**

It seems to have been handled, but just in case this needs to be said:

Quote from: eerr on January 19, 2011, 07:00:36 am

So if Amala dies, the expedition is over?

Quote from: DarkerDark on April 26, 2010, 01:47:39 am

The Goal: Make it to the Dwarf Mountain Home of Copper Gates with the least amount of elf deaths and the most amount of trade goods. Keep in mind that trade goods are more important than elves. After all, the final trade deal will hinge on what kind of goods survive the journey. But if you run out of Elves, it's game over, the Caravan failed. **DO NOT LET THE CARAVAN FAIL!**

Dunno where the "Amala" idea came in.

In other topics, I would like to observe that "spelling one's way out of a wet paper bag" generates strange mental pictures.

--Rexfelum

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rumrusher** on **January 19, 2011, 09:32:20 pm**

Quote from: Rexfelum on January 19, 2011, 01:28:08 pm

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In other topics, I would like to observe that "spelling one's way out of a wet paper bag" generates strange mental pictures.

--Rexfelum

it's hard to ship elephants to dwarves when every single elf there doesn't have the look that say "Hey I shove a wooden sword into a skull of one yeah it wasn't effective as say your metal but I use pure MUSCLE and WILL alone to shove that splinter into it. the rest of the elephants just built cages to keep me from killing them in a fair match."

beside she isn't in a horrible coma unless we class that topless elf picture as Non-canon. if we didn't then one could say she will defend her self as soon the knife pokes her cheek causing her to wake up grab the knife using her mouth slit the throat of the frogman who poke her with the knife she has still in her mouth and go the town on the frog barge (with or with out removing the bondage.) making the turtle a ruse.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rexfelum** on **January 19, 2011, 10:24:06 pm**

Rumrusher, you may have lost track of the plot "canon." See this plot update (<http://www.bay12forums.com/smf/index.php?topic=55601.msg1244478#msg1244478>), and then re-read this post which referenced the update (<http://www.bay12forums.com/smf/index.php?topic=55601.msg1849782#msg1849782>). Note how far back in time the events were.

Note also the graphic in question doesn't look like it was from recent updates anyway, since DarkerDark has seriously increased graphic detail. Note also, cucumbers.

--Rexfelum

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **dragnar** on **January 20, 2011, 01:45:35 am**

Quote from: quip on January 19, 2011, 11:18:06 am

Quote from: eerr on January 19, 2011, 07:00:36 am

So if Amala dies, the expedition is over?

No, we'll just elect another permanent leader and so on until we only have one left. That badass elf will drag him/herself and a small armies worth of various caged creatures two the Dwarves before creating a lasting peace between our to races and *getting them to give him/her their artifact adamantine items out of sheer badassitude*. And then return to Amanereli unmolseted by the creatures of the wilds through lethal amounts of awesome killing any that stand in their way. Once they return they will be a hero and elves will become the most feared creatures in this world. Tales will be forever told of our caravan and the stupidly high mortality rate around it.

Not exactly. You see, that final elf would not trade with the dwarves. And he would not return. He would become their king. For only Cacame could be so awesome.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rumrusher** on **January 20, 2011, 09:14:55 am**

Quote from: Rexfelum on January 19, 2011, 10:24:06 pm

Rumrusher, you may have lost track of the plot "canon." See this plot update (<http://www.bay12forums.com/smf/index.php?topic=55601.msg1244478#msg1244478>), and then re-read this post which referenced the update (<http://www.bay12forums.com/smf/index.php?topic=55601.msg1849782#msg1849782>). Note how far back in time the events were.

Note also the graphic in question doesn't look like it was from recent updates anyway, since DarkerDark has seriously increased graphic detail. Note also, cucumbers.

--Rexfelum

oh yeah... must have miss that update. yeah she boned better start hoping the frogmen don't loot her body after their done killing her. so who up for voting the next leader?

I'm for the one with the pipe.

Quote from: dragnar on January 20, 2011, 01:45:35 am

Quote from: quip on January 19, 2011, 11:18:06 am

Quote from: eerr on January 19, 2011, 07:00:36 am

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Not exactly. You see, that final elf would not trade with the dwarves. And he would not return. He would become their king. For only Cacame could be so awesome.

That is where 1st generation dwelfs take the the mass goods from the dwarfs and return back. they might want to shave off their blonde beards to avoid suspicion of a elf taking over as ruler who can use this power to take over the elf kingdom and maybe the region.

oh god I can see the elves holding their attack and spending a good minute or 60 talking about "should they save her and is it worth it to the goal?"

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **DrunkDorfPally** on **January 20, 2011, 05:38:01 pm**

I hope this doesn't happen! Zombie elephants! X'(

http://www.google.com/imgres?imgurl=http://www.wired.com/images_blogs/gamelife/2010/09/4959642834_c66e6173f6_o-660x929.jpg&imgrefurl=http://www.bethegamer.com/2010/09/10/kiwi-comic-tells-tale-of-dwarf-fortress-failure/&usg=__GAe7GEo6MWYTFhzCb36yXSOQCuE=&h=383&w=660&sz=55&hl=en&start=18&zoom=1&tbnid=GAiFWxrnwIdGMM:&tbnh=100&tbnw=173&ei=2rg4Teq7FI34gAfByZ2tCA&prev=/images%3Fq%3DPoxnora%2Bdwarf%26um%3D1%26hl%3Den%26sa%3DN%26rlz%3D1T4ADRA_enUS390US391%26biw%3D1259%26bih%3D560%26tbs%3Disch:11%2C421&um=1&itbs=1&iact=hc&vpx=430&vpy=277&dur=7456&hovh=171&hovw=295&tx=147&ty=104&oei=mbc4TYj4II2cgQeZ3YGeCA&esq=18&page=2&ndsp=19&ved=1t:429,r:8,s:18&biw=1259&bih=560

Sorry for the long link. X(Aw crud, I gave her ideas didn't I? :?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Dorten** on **January 20, 2011, 11:03:34 pm**

http://www.wired.com/images_blogs/gamelife/2010/09/4959642834_c66e6173f6_o-660x929.jpg

This way it's better.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **DrunkDorfPally** on **January 21, 2011, 12:00:04 am**

[Quote from: Dorten on January 20, 2011, 11:03:34 pm](#)
http://www.wired.com/images_blogs/gamelife/2010/09/4959642834_c66e6173f6_o-660x929.jpg
This way it's better.

TY. XS

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Urist Imiknorris** on **January 21, 2011, 12:05:39 am**

I still recommend Surfing Bird.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **DrunkDorfPally** on **January 21, 2011, 02:07:18 am**

[Quote from: Urist Imiknorris on January 21, 2011, 12:05:39 am](#)
I still recommend Surfing Bird.

I'm sorry, but Yakety Sax is better. X(

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **DrunkDorfPally** on **January 21, 2011, 07:05:05 pm**

Bump. I hope we get an update soon. :(

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Samthere** on **January 21, 2011, 08:34:03 pm**

[Quote from: DrunkDorfPally on January 21, 2011, 02:07:18 am](#)
[Quote from: Urist Imiknorris on January 21, 2011, 12:05:39 am](#)
I still recommend Surfing Bird.

I'm sorry, but Yakety Sax is better. X(
Huge multi-elf group singing a harmony of STAND BY ME. Lure them FROGGYMEN into peace :D

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rumrusher** on **January 21, 2011, 08:48:12 pm**

[Quote from: Samthere on January 21, 2011, 08:34:03 pm](#)
[Quote from: DrunkDorfPally on January 21, 2011, 02:07:18 am](#)
[Quote from: Urist Imiknorris on January 21, 2011, 12:05:39 am](#)
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I just remember the elf could have said "the corpses would lead to more flies and a large rotting one would mean a fly beacon to dine on." oh well.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **DrunkDorfPally** on **January 21, 2011, 10:20:26 pm**

Bump again. X(

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **SHAD0Wdump** on **January 21, 2011, 10:25:50 pm**

[Quote from: DrunkDorfPally on January 21, 2011, 10:20:26 pm](#)
Bump again. X(
It's only been 3 hours.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **DrunkDorfPally** on **January 21, 2011, 10:29:26 pm**

[Quote from: SHAD0Wdump on January 21, 2011, 10:25:50 pm](#)
[Quote from: DrunkDorfPally on January 21, 2011, 10:20:26 pm](#)
Bump again. X(
It's only been 3 hours.

It was on p.2 Mr. Cool Talking Burger! X(BTW, has anyone told you you look like the talking sammich from the Florida Orange Juice Commercials? XD

<http://www.youtube.com/watch?v=iiAHm8AhbZE>

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **SHAD0Wdump** on **January 21, 2011, 10:38:06 pm**

Nope, that's a new one to me...

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **DrunkDorfPally** on **January 22, 2011, 05:33:43 pm**

Hey burger, you have any relatives you don't like I can eat? :P :D

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **iyaerP** on **January 23, 2011, 01:48:36 am**

Clealy, we must attempt to negotiate. Offer a hostage trade of Amala for the ~~Teady One~~ frog titan/god. Then, as soon as their guard is down, have the awesometacular bowelf who made the shot to the barge in the first place headshot the frogman with the knife to amala's throat. Once we have slaughtered them all, we eat them. We are, after all, DF elves (cannibals), and this would help with the supply situation.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Flaede** on **January 23, 2011, 01:57:05 am**

Quote from: iyaerP on January 23, 2011, 01:48:36 am
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What supply situation! We've been eating frogmen roasts from the battle and.... oh. Crap. I just figured out a reason they might still hate us despite saving them from their tyrant god.

EDIT: although in our defense, he at them too.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **quip** on **January 23, 2011, 02:06:11 am**

Quote from: Flaede on January 23, 2011, 01:57:05 am
Quote from: iyaerP on January 23, 2011, 01:48:36 am
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But... If we sold ~~Teady One~~ Froggy Titan to the Dwarves and they built a Dwarven computer... We'd get DF! We can't do that if ~~Teady one~~ Froggy Titan is sitting in some swamp complaining about the noise!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Flaede** on **January 23, 2011, 02:19:25 am**

Quote from: quip on January 23, 2011, 02:06:11 am
Quote from: Flaede on January 23, 2011, 01:57:05 am
Quote from: iyaerP on January 23, 2011, 01:48:36 am
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Actually, if the dwarves haul the FB Titan Cage to the Depot, he will escape. That's what happens when untamed creatures are moved into the Depot.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **quip** on **January 23, 2011, 03:00:33 am**

Quote from: Flaede on January 23, 2011, 02:19:25 am
Quote from: quip on January 23, 2011, 02:06:11 am
Quote from: Flaede on January 23, 2011, 01:57:05 am
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Your point is?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **DrunkDorfPally** on **January 23, 2011, 03:08:02 am**

The point is, I would be hoping you would be trying to make the dwarves allies, not gank them. XP

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Flaede** on **January 23, 2011, 03:41:39 am**

Quote from: DrunkDorfPally on January 23, 2011, 03:08:02 am
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Allies!? We're hoping to blow their puny minds with our awesome ~~cloth bins~~ trade goods, and captured Titan. Also, make some short jokes. And thirdly, maybe make an alliance.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Neyvn** on **January 23, 2011, 04:19:10 am**

After demanding that less trees be cut down...

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **quip** on **January 23, 2011, 04:23:46 am**

[Quote from: Flaede on January 23, 2011, 03:41:39 am](#)
[Quote from: DrunkDorfPally on January 23, 2011, 03:08:02 am](#)
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I thought this caravan was just an Elven ego boosting exercise? I mean, if we wanted to trade goods or make peace or whatever why would we forge a path through the wilderness to trade with some dwarves when there is a human civ halfway through the route? All Dwarves are good for diplomatically is short jokes and pointless tree demands!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **DrunkDorfPally** on **January 23, 2011, 04:24:17 am**

[Quote from: Neyvn on January 23, 2011, 04:19:10 am](#)
After demanding that less trees be cut down...

Can they chop down mushrooms? XP Kek.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Flaede** on **January 23, 2011, 04:56:53 am**

[Quote from: quip on January 23, 2011, 04:23:46 am](#)
[Quote from: Flaede on January 23, 2011, 03:41:39 am](#)
[Quote from: DrunkDorfPally on January 23, 2011, 03:08:02 am](#)
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Who said anything about expecting them to trade? We just want to blow their tiny little minds. And make short jokes. I totally forgot about demanding tree cutting caps, but I kind of thought we left that guy behind.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **DrunkDorfPally** on **January 23, 2011, 11:39:32 am**

Uhm, it's a trade mission you silly lil' elf. ;) LOL. Still, when we gonna get an update? X(

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **DrunkDorfPally** on **January 23, 2011, 04:28:57 pm**

Bumped again. X(

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rolan7** on **January 23, 2011, 05:24:45 pm**

[Quote from: DrunkDorfPally on January 23, 2011, 04:28:57 pm](#)
Bumped again. X(

Shhhh. We'll get an update when it's ready (:
We don't really bump on this forum, certainly not twice in a day.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Alternatcash** on **January 24, 2011, 03:35:21 am**

This thread has ensured that the annoying elf diplomat I just got was allowed to live.

Also, the best bowelf on the raft should aim at the knife-wielding frogman's head for **MASSIVE DAMAGE**. This should demoralize the remainder. Then ask "Anyone else want to negotiate?"

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **DrunkDorfPally** on **January 24, 2011, 07:19:25 pm**

"That."

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Taco Dan** on **January 25, 2011, 01:46:12 pm**

I say we go with the turtle plan.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **quip** on **January 25, 2011, 01:51:56 pm**

[Quote from: Taco Dan on January 25, 2011, 01:46:12 pm](#)
I say we go with the turtle plan.
No, all of them at once.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Aklyon** on **January 25, 2011, 02:51:36 pm**

[Quote from: Taco Dan on January 25, 2011, 01:46:12 pm](#)
I say we go with the turtle plan.
turrrrrrtle!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **DrunkDorfPally** on **January 25, 2011, 03:43:59 pm**

Quote from: quip on January 25, 2011, 01:51:56 pm

Quote from: Taco Dan on January 25, 2011, 01:46:12 pm

I say we go with the turtle plan.

No, all of them at once.

That. Moar chaos! XD

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Dorten** on **January 25, 2011, 11:52:51 pm**

As the representative of Turtle Tamers on this board, I veto "The Turtle Plan"! It might hurt the animal!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **DrunkDorfPally** on **January 26, 2011, 01:30:12 am**

How, it's got a hard shell and can dive under water!? XP

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Acanthus117** on **January 26, 2011, 02:58:23 am**

Oh man.

Oh man oh man oh man oh man ohhhh man.

It's nice to see that this shit hasn't got less insane.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Dorten** on **January 26, 2011, 05:35:05 am**

Quote from: DrunkDorfPally on January 26, 2011, 01:30:12 am

How, it's got a hard shell and can dive under water!? XP

Think of the nerve stress! Do you want it to spend it's lifetime earnings on psychologists to get rid of Frogmenophobia?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **quip** on **January 26, 2011, 11:20:10 am**

I'm sorry but if the turtle doesn't help out then Amala might wake up... *in a bad mood*. You do know it is *imposible* to cure... *Amalaphobia!?!?!?*

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Aklyon** on **January 26, 2011, 03:03:28 pm**

I hope the update is soon.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **quip** on **January 26, 2011, 03:49:18 pm**

I know, it's been over a week since DarkerDark last posted on this thread...

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **DrunkDorfPally** on **January 26, 2011, 04:27:40 pm**

Quote from: quip on January 26, 2011, 11:20:10 am

I'm sorry but if the turtle doesn't help out then Amala might wake up... *in a bad mood*. You do know it is *imposible* to cure... *Amalaphobia!?!?!?*

Yes, that is way worse than "Deep One-aphobia!" XP

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **DrunkDorfPally** on **January 29, 2011, 04:57:42 am**

I am sad, it's been about 2 wks and no new artz. T_T

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **TolyK** on **January 29, 2011, 05:09:04 am**

Quote from: DrunkDorfPally on January 29, 2011, 04:57:42 am

I am sad, it's been about 2 wks and now new artz. T_T

:-\

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **DrunkDorfPally** on **January 29, 2011, 05:18:13 am**

Typo: now=no. Fixed. X(Still sad tho. T_T

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **quip** on **January 29, 2011, 05:23:54 am**

:(:'(

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **QuakeIV** on **January 29, 2011, 02:36:59 pm**

Well, this sucks.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **DrunkDorfPally** on **January 29, 2011, 06:36:37 pm**

Can someone pm the artist plz? :(

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rolan7** on **January 29, 2011, 08:44:08 pm**

Patience... it'll happen when it happens, and rest assured that DarkerDark has not simply *forgotten* this thread (; No need for PMs.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **quip** on **January 30, 2011, 02:57:58 am**

Quote from: Rolan7 on January 29, 2011, 08:44:08 pm
Patience... it'll happen when it happens, and rest assured that DarkerDark has not simply *forgotten* this thread (; No need for PMs.
... So your saying we should ignore you and spam DarkerDark's inbox because we're impatient? Right away then sir!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Haspen** on **January 30, 2011, 05:48:51 am**

Quote from: quip on January 30, 2011, 02:57:58 am
Quote from: Rolan7 on January 29, 2011, 08:44:08 pm
Patience... it'll happen when it happens, and rest assured that DarkerDark has not simply *forgotten* this thread (; No need for PMs.
... So your saying we should ignore you and spam DarkerDark's inbox because we're impatient? Right away then sir!

And the result will be 1 angry author, [infinity] angry players, and nothing being done, just like Minecraft ::)

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **quip** on **January 30, 2011, 06:11:52 am**

Quote from: Haspen on January 30, 2011, 05:48:51 am
Quote from: quip on January 30, 2011, 02:57:58 am
Quote from: Rolan7 on January 29, 2011, 08:44:08 pm
Patience... it'll happen when it happens, and rest assured that DarkerDark has not simply *forgotten* this thread (; No need for PMs.
... So your saying we should ignore you and spam DarkerDark's inbox because we're impatient? Right away then sir!

And the result will be 1 angry author, [infinity] angry players, and nothing being done, just like Minecraft ::)

Yep!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **EvilFuzzy9** on **January 31, 2011, 11:07:35 pm**

We must mount a rescue operation to save Amala! Not only is she our leader - she has *boobs*. And a name. And is a hardcore no-nonsense experienced badass. This automatically makes her fifty times more important than any other elf in the caravan, and second only to Princess(?) Ima in terms of popularity.

And I, for one, am willing to throw worthless fodder-elves at the frogmen until either Amala is rescued or we are all dead. Because without any women this story would get very awkward very quickly.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **lemon10** on **February 01, 2011, 12:36:55 am**

Quote from: EvilFuzzy9 on January 31, 2011, 11:07:35 pm
We must mount a rescue operation to save Amala! Not only is she our leader - she has *boobs*. And a name. And is a hardcore no-nonsense experienced badass. This automatically makes her fifty times more important than any other elf in the caravan, and second only to Princess(?) Ima in terms of popularity.

And I, for one, am willing to throw worthless fodder-elves at the frogmen until either Amala is rescued or we are all dead. Because without any women this story would get very awkward very quickly.

No, we need our fodder elves, we started with 60, now we have like 30. At this rate (especially with rash tactics) we might run out of elves.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **quip** on **February 01, 2011, 11:16:12 am**

Quote from: EvilFuzzy9 on January 31, 2011, 11:07:35 pm
We must mount a rescue operation to save Amala! Not only is she our leader - she has *boobs*. And a name. And is a hardcore no-nonsense experienced badass. This automatically makes her fifty times more important than any other elf in the caravan, and second only to Princess(?) Ima in terms of popularity.

And I, for one, am willing to throw worthless fodder-elves at the frogmen until either Amala is rescued or we are all dead. Because without any women this story would get very awkward very quickly.

Amala *may* have mammalry glands... Or those *may* in fact be Murder-Someone-Every-Time-Something-Stupid-Is-Suggested Glands. On a simmlar note, remember that time we tried to arouse her? Good times.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Karnewarrior** on **February 01, 2011, 04:14:46 pm**

Quote from: DrunkDorfPally on January 26, 2011, 04:27:40 pm
Quote from: quip on January 26, 2011, 11:20:10 am
I'm sorry but if the turtle doesn't help out then Amala might wake up... *in a bad mood*. You do know it is *impossible* to cure... *Amalaphobia?!?!*

Yes, that is way worse than "Deep One-aphobia!" XP

That IS Deep-one-phobia!
laaaaaaame. :::|

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **EvilFuzzy9** on **February 01, 2011, 06:09:24 pm**

Quote from: quip on February 01, 2011, 11:16:12 am
Quote from: EvilFuzzy9 on January 31, 2011, 11:07:35 pm
We must mount a rescue operation to save Amala! Not only is she our leader - she has *boobs*. And a name. And is a hardcore no-nonsense experienced badass. This automatically makes her fifty times more important than any other elf in the caravan, and second only to Princess(?) Ima in terms of popularity.

And I, for one, am willing to throw worthless fodder-elves at the frogmen until either Amala is rescued or we are all dead. Because without any women this story would get very awkward very quickly.

Amala *may* have mammary glands... Or those *may* in fact be Murder-Someone-Every-Time-Something-Stupid-Is-Suggested Glands.
On a similar note, remember that time we tried to arouse her? Good times.

Maybe so, but they still look like boobs. And that's all the motivation needed.

With that said, it was indeed hilarious when that happened. :D

Quote from: lemon10 on February 01, 2011, 12:36:55 am
Quote from: EvilFuzzy9 on January 31, 2011, 11:07:35 pm
Redundancy redacted.
No, we need our fodder elves, we started with 60, now we have like 30. At this rate (especially with rash tactics) we might **run out of elves**.

Whoah, I think that might just be the first time that anyone on these forums has ever used this phrase.

But, all kidding aside, you make a good point. Especially since these elves seem to die even more easily than most. So, maybe instead of mounting a rescue operation, we should leave Amala behind and continue onwards. Then, after she wakes up and murders the frogmen, she will realize that we abandoned her and proceed to go Rambo on our asses, hunting us down and killing us one by one until only Valo remains. The two will then ~~make furious, sweaty elf love atop the corpses of their fellow elves~~ fight to the death.

... Actually, now that I think about it, *that would be awesome*. Let's do it. 8)

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Kadzar** on **February 01, 2011, 06:39:15 pm**

Quote from: EvilFuzzy9 on February 01, 2011, 06:09:24 pm
Quote from: lemon10 on February 01, 2011, 12:36:55 am
No, we need our fodder elves, we started with 60, now we have like 30. At this rate (especially with rash tactics) we might **run out of elves**.
Whoah, I think that might just be the first time that anyone on these forums has ever used this phrase.

I wouldn't be surprised if such a phrase had been used in the Adventure Mode subforum, closely followed by "to kill in this world."

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **lemon10** on **February 01, 2011, 06:52:33 pm**

Quote from: Rijika on October 18, 2009, 09:46:39 pm
Quote from: clc02 on October 18, 2009, 09:12:33 pm
Quote from: Quatch on October 18, 2009, 08:40:03 pm
Dont kill the elves.
I'm sure the dwarves would prefer elf torture to beds any day.
So what happens when they run out of elves?

Shabam. Using my search fu i found this.
So you were sorta right kadzar.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Armok** on **February 02, 2011, 07:02:34 pm**

Someone should add this to <http://tvtropes.org/pmwiki/pmwiki.php/Main/InteractiveComic>
(not me as I am avoiding the site)

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Lucus Casius** on **February 03, 2011, 03:17:16 am**

Hmm.

I believe we need DarkerDark's permission before doing that. Or, at least, I would prefer to have it.

Edit: On checking, I think it is just my personal preference. Ah well. Sticking it on there.

Edit 2: I feel stupid for even doing this.

Edit 3: Done. (<http://tvtropes.org/pmwiki/pmwiki.php/Main/InteractiveComic>) Someone, please tell me if I should take it off. Please. I feel silly when I update the thing.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ultimuh** on **February 03, 2011, 04:39:33 am**

Quote from: Lucas Casius on February 03, 2011, 03:17:16 am
Someone, please tell me if I should take it off. Please. I feel silly when I update the thing.

No need to do that. :D

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **mission0** on **February 03, 2011, 10:34:13 am**

I love how "this" is the hyper link.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **USEC_OFFICER** on **February 03, 2011, 03:51:33 pm**

Quote from: mission0 on February 03, 2011, 10:34:13 am
I love how "this" is the hyper link.

Don't you mean thiiiiiiiis?

(Also, who removed the link to the lower boards wiki?)

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **mission0** on **February 03, 2011, 09:32:08 pm**

No I meant THIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIS!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ultimuh** on **February 04, 2011, 03:01:42 am**

Ok, enough of.. that.. We would not want to be scolded again would we?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Haspen** on **February 04, 2011, 05:20:20 am**

Quote from: Ultimuh on February 04, 2011, 03:01:42 am
Ok, enough of.. that.. We would not want to be scolded again would we?

Yeah, I don't think our elves would be able to withstand a 'giant marsupial twisted into humanoid form'!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rumrusher** on **February 04, 2011, 02:30:20 pm**

Quote from: Haspen on February 04, 2011, 05:20:20 am
Quote from: Ultimuh on February 04, 2011, 03:01:42 am
Ok, enough of.. that.. We would not want to be scolded again would we?

Yeah, I don't think our elves would be able to withstand a 'giant marsupial twisted into humanoid form'!

hmm a kangaroo titan might lead to a faster travels or more skulls flying out of heads of elves into other elves' heads.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Araph** on **February 05, 2011, 01:01:57 am**

Ah HA! Amala will be saved! **FEAR NOT**, fellow elf rooter-forers! With my Red Mage-esque intellect, I have devised a brilliant plan for the elves! Here's how this'll go down... (cue the "Mission: Impossible" theme)

STEP 1: The elf who was previously commiserating with the turtle shall tell the turtle to go to the frogman covered barge. The turtle will bite onto the back of it, unnoticed by the frogmen, and act as dead weight. Given it's immense turtle-powers, I'm *certain* it will bring the froggy ship to a halt.

STEP 2: The bowelves will fire arrows, not at the barge, but at overhanging vines, cutting them in such a way as to drop a rope from their barge to the frog barge. The expert marksman will pin the far end of the vine to the other barge with an arrow *as it falls*. Another elf will grab our end of the vine.

STEP 3: Now here comes the tricky part; IT WAS ALL A DIVERSION! What *actually* happened was the turtle had salt put in it's mouth by one of the elves! He trickles it aaaaaaaall around the water, preventing other frogmen from swimming there! *Then* that one bad-ass what's-his-face will come up from the water, because he was using his reed straw to breath underwater.

STEP 4:At this point, bad-ass pops up and slices the main frogman's hand off, dips it in the salty water, and stuffs it into a stone bowl he was carrying. Angling it in such a manner that the blast (from the salt) shakes the frogmen off of the barge, into the *non*-salty water.

STEP 5: The awesome turtle will be wearing an elf's hat, tricking the disoriented frogmen into thinking it's an elf, and then lead them away. I mean, frogmen are pretty stupid to begin with. The elvish barge should have caught up with the S.S. Froggy by now, and then...

STEP 6: **VICTORY!!!!**

IT SHALL WORK! *I CAN FEEL IT!*

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **quip** on **February 05, 2011, 04:35:16 am**

Quote from: Araph on February 05, 2011, 01:01:57 am
Ah HA! Amala will be saved! **FEAR NOT**, fellow elf rooter-forers! With my **Red Mage-esque intellect**, I have devised a brilliant plan for the elves! Here's how this'll go down... (cue the "Mission: Impossible" theme)
There goes our chances of success...

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Blargityblarg** on **February 05, 2011, 09:32:40 am**

Quote from: quip on February 05, 2011, 04:35:16 am
Quote from: Araph on February 05, 2011, 01:01:57 am
Ah HA! Amala will be saved! **FEAR NOT**, fellow elf rooter-forers! With my **Red Mage-esque intellect**, I have devised a brilliant plan for the elves! Here's how this'll go down... (cue the "Mission: Impossible" theme)
There goes our chances of boredom...

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Araph** on **February 05, 2011, 11:58:23 am**

Quote from: quip on February 05, 2011, 04:35:16 am
Quote from: Araph on February 05, 2011, 01:01:57 am
Ah HA! Amala will be saved! **FEAR NOT**, fellow elf rooter-forers! With my **Red Mage-esque intellect**, I have devised a brilliant plan for the elves! Here's how this'll go down... (cue the "Mission: Impossible" theme)
There goes our chances of success...

Hey, now. Remember his last plan (the one involving his A-hole. And his B-Hole.). That one worked!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **quip** on **February 05, 2011, 01:09:39 pm**

Quote from: Araph on February 05, 2011, 11:58:23 am
Quote from: quip on February 05, 2011, 04:35:16 am
Quote from: Araph on February 05, 2011, 01:01:57 am
Ah HA! Amala will be saved! **FEAR NOT**, fellow elf rooter-forers! With my **Red Mage-esque intellect**, I have devised a brilliant plan for the elves! Here's how this'll go down... (cue the "Mission: Impossible" theme)
There goes our chances of success...

Hey, now. Remember his last plan (the one involving his A-hole. And his B-Hole.). That one worked!

Ha ha ha ha...
A-hole...

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **QuakeIV** on **February 05, 2011, 02:03:33 pm**

Quote from: Araph on February 05, 2011, 01:01:57 am

Ah HA! Amala will be saved! **FEAR NOT**, fellow elf rooter-forers! With my Red Mage-esque intellect, I have devised a brilliant plan for the elves! Here's how this'll go down... (cue the "Mission: Impossible" theme)

STEP 1: The elf who was previously commiserating with the turtle shall tell the turtle to go to the frogman covered barge. The turtle will bite onto the back of it, unnoticed by the frogmen, and act as dead weight. Given it's immense turtle-powers, I'm *certain* it will bring the froggy ship to a halt.

STEP 2: The bowelves will fire arrows, not at the barge, but at overhanging vines, cutting them in such a way as to drop a rope from their barge to the frog barge. The expert marksman will pin the far end of the vine to the other barge with an arrow *as it falls*. Another elf will grab our end of the vine.

STEP 3: Now here comes the tricky part; IT WAS ALL A DIVERSION! What *actually* happened was the turtle had salt put in it's mouth by one of the elves! He trickles it aaaaaaaall around the water, preventing other frogmen from swimming there! *Then* that one bad-ass what's-his-face will come up from the water, because he was using his reed straw to breath underwater.

STEP 4:At this point, bad-ass pops up and slices the main frogman's hand off, dips it in the salty water, and stuffs it into a stone bowl he was carrying. Angling it in such a manner that the blast (from the salt) shakes the frogmen off of the barge, into the *non*-salty water.

STEP 5: The awesome turtle will be wearing an elf's hat, tricking the disoriented frogmen into thinking it's an elf, and then lead them away. I mean, frogmen are pretty stupid to begin with. The elvish barge should have caught up with the S.S. Froggy by now, and then...

STEP 6: **VICTORY!!!!**

IT SHALL WORK! *I CAN FEEL IT!*

That was awesome to read while putting on the mission impossible theme just as you said to.

DO IT.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rexfelum** on **February 05, 2011, 11:47:16 pm**

Yeah, that one's definitely got merit. It's even got musical accompaniment. The importance of theme music is well known (known, in fact, by the Red Mage in question).

--Rexfelum

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Araph** on **February 05, 2011, 11:53:57 pm**

If I remember correctly, he even composed his own theme. And Thief's. I can't remember about Fighter or Black Mage. But this is a bit off topic. All in favor of the proposed plan (henceforth to be known as Operation Red Mage) say aye!

Aye!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **quip** on **February 06, 2011, 03:42:01 am**

Aye aye!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ed boy** on **February 06, 2011, 04:09:54 am**

Aye!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Aklyon** on **February 06, 2011, 07:06:03 am**

Aye Aye Aye Aye Aye!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Armok** on **February 06, 2011, 07:09:42 pm**

> I vote against all this 8bit theater stuff.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Araph** on **February 06, 2011, 07:22:35 pm**

It isn't so much 8-Bit Theater stuff as it is *similar* to 8-Bit Theater stuff. And just out of curiosity, why're you voting against it?

EDIT: When answering, remember that this is Bay12. "Because it's stupid and/or insane" doesn't work here.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Urist McOverlord** on **February 07, 2011, 10:13:14 am**

I vote in favor of the stupid and/or insane plan because I don't have one of my own.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **QuakeIV** on **February 07, 2011, 01:49:41 pm**

Quote from: Urist McOverlord on February 07, 2011, 10:13:14 am

I vote in favor of the stupid and/or insane plan because I don't have one of my own.

I can second that.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **lemon10** on **February 07, 2011, 01:51:56 pm**

Quote from: Urist McOverlord on February 07, 2011, 10:13:14 am

I vote in favor of the stupid and/or insane plan because I don't have one of my own.

I vote against it because it makes too much sense with the music playing. Not nearly insane enough.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **quip** on **February 07, 2011, 01:56:33 pm**

Quote from: lemon10 on February 07, 2011, 01:51:56 pm
Quote from: Urist McOverlord on February 07, 2011, 10:13:14 am
I vote in favor of the stupid and/or insane plan because I don't have one of my own.
I vote against it because it makes too much sense with the music playing. Not nearly insane enough.

We could always have hidden a barrel of wine to drink along with some herbs to take on the boat ride...

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Flaede** on **February 07, 2011, 03:57:16 pm**

Quote from: Araph on February 06, 2011, 07:22:35 pm
It isn't so much 8-Bit Theater stuff as it is *similar* to 8-Bit Theater stuff. And just out of curiosity, why're you voting against it?
EDIT: When answering, remember that this is Bay12. "Because it's stupid and/or insane" doesn't work here.

Because we had a perfectly good decent planned plan. This stupid unentertaining one only came up because we got bored.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Araph** on **February 07, 2011, 09:55:02 pm**

UNENTERTAINING!?!?!?
[Araph cancels Life : Sulking]

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Flaede** on **February 07, 2011, 10:39:53 pm**

Quote from: Flaede on February 07, 2011, 03:57:16 pm
Quote from: Araph on February 06, 2011, 07:22:35 pm
It isn't so much 8-Bit Theater stuff as it is *similar* to 8-Bit Theater stuff. And just out of curiosity, why're you voting against it?
EDIT: When answering, remember that this is Bay12. "Because it's stupid and/or insane" doesn't work here.
Because we had a perfectly good decent planned plan. This stupid unentertaining *less entertaining* one only came up because we got bored.

Quote from: Araph on February 07, 2011, 09:55:02 pm
UNENTERTAINING!?!?!?
[Araph cancels Life : Sulking]

fixed?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Araph** on **February 07, 2011, 10:46:28 pm**

Which plan is it less entertaining than?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Flaede** on **February 07, 2011, 10:48:15 pm**

The one referencing 8bit theater.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Araph** on **February 07, 2011, 11:05:03 pm**

Wait, I'm confused. Is the 8-Bit Theater plan less entertaining than some other plan, or is there some other plan on the metaphorical table?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **quip** on **February 08, 2011, 11:12:12 am**

Wait, I'm confused, how many plans do we have anyway?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **mission0** on **February 08, 2011, 11:23:58 am**

Let's see... I remember the Retroactive Turtle plan... Some other Turtle plan... the 8-bit plan... umm yeah is there something I am missing?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rexfelum** on **February 08, 2011, 11:31:34 am**

Quote from: mission0 on February 08, 2011, 11:23:58 am
Let's see... I remember the Retroactive Turtle plan... Some other Turtle plan... the 8-bit plan... umm yeah is there something I am missing?

The Forget About the Turtle (Unless It Turns Out To Be Helpful In a Quirky and Unexpected Manner) and Just Turn the Frogs Into Pincushions plan?

--Rexfelum

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **mission0** on **February 08, 2011, 11:34:16 am**

I think that is plan 5 Zulu.... we only resort to it if all other needlessly complicated and bound to fail in humorous ways plans don't work out.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rumrusher** on **February 08, 2011, 02:27:55 pm**

wait isn't the elf leader safe right now due to the frogmen can't do anything until the artist draws the next turn thus we shouldn't need to worry until time unfreeze it self.
In a meta sense take darkerdark is the elf barge riding down the swamp of Time for his laptop Amala who been strap on a pole floating down in a barge made earlier which is now being boarded with his sister the Frogmen. This scene I painted right now can only be finished when the elf rescue team wait until the frogmen returns from their trip to their parents and returns amala back so they can draw darkerdark pulling off a suggested plan(or plans) to get his laptop back from his sister who is about to take a knife to it/her.

The turtle is us swimming past the meta loop (I badly type out) doing something better with our/its time(which is the swamp).

wait wasn't one of the plans to get the turtle to call up turtlemen for aid?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Araph** on **February 08, 2011, 02:41:04 pm**

Now I'm slightly more confused.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Armok** on **February 08, 2011, 03:19:59 pm**

Quote from: Rexfelum on February 08, 2011, 11:31:34 am
The Forget About the Turtle (Unless It Turns Out To Be Helpful In a Quirky and Unexpected Manner) and Just Turn the Frogs Into Pincushions plan?

I vote for this plan.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **TolyK** on **February 08, 2011, 03:27:03 pm**

Quote from: Armok on February 08, 2011, 03:19:59 pm
Quote from: Rexfelum on February 08, 2011, 11:31:34 am
The Forget About the Turtle (Unless It Turns Out To Be Helpful In a Quirky and Unexpected Manner) and Just Turn the Frogs Into Pincushions plan?
I vote for this plan.

same here.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **mission0** on **February 08, 2011, 03:29:38 pm**

Hooray for simplistic plans?

DarkerDark is probably going to need a full day to read all of our plans anyhow, so we may be in for quite a wait.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Araph** on **February 08, 2011, 04:17:18 pm**

Quote from: TolyK on February 08, 2011, 03:27:03 pm
Quote from: Armok on February 08, 2011, 03:19:59 pm
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WHAT? Have you people no sense of *adventure*?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rexfelum** on **February 08, 2011, 11:15:17 pm**

Quote from: Araph on February 08, 2011, 04:17:18 pm
Quote from: TolyK on February 08, 2011, 03:27:03 pm
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Sure we do. This plan has several optional clauses with enhanced adventuresome properties. Including, e.g., the "Valo finds that his old blade of grass has become hollow after days of chewing and can therefore serve as a 'breathing reed,' thus allowing him to sneak up underwater and deliver the final blow after everyone else exchanges bow and blowgun fire" clause. Also, the "Amala takes this exact moment to wake up, leading her to a predictable reaction" clause.

--Rexfelum

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Flaede** on **February 09, 2011, 03:17:56 am**

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Quote from: Araph on February 08, 2011, 04:17:18 pm
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--Rexfelum

Do any of the frogs have hats?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **mission0** on **February 09, 2011, 08:43:30 am**

You know not one of us have even thought of Negotiation... we are elves dangit negotiation is our strongest ability next to stoning Elephants and making things out of wood!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **quip** on **February 09, 2011, 11:07:37 am**

Quote from: mission0 on February 09, 2011, 08:43:30 am
You know not one of us have even thought of Negotiation... we are elves dangit negotiation is our strongest ability next to stoning Elephants and making things out of wood!
You're right! We should convince the elephants to make a giant wooden catapult, then get the elephants high and launch the drugged up elephants at the frogmen!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Argembarger** on **February 09, 2011, 01:06:10 pm**

DarkerDark was online earlier today.

Maybe he has forgotten about us? :(

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **lemon10** on **February 09, 2011, 01:08:06 pm**

Quote from: quip on February 09, 2011, 11:07:37 am
Quote from: mission0 on February 09, 2011, 08:43:30 am
You know not one of us have even thought of Negotiation... we are elves dangit negotiation is our strongest ability next to stoning Elephants and making things out of wood!
You're right! We should convince the elephants to make a giant wooden catapult, then get the elephants high and launch the drugged up elephants at the frogmen!
Wouldn't work, the elephant is too heavy and would kill amala as well.

Quote from: Argembarger on February 09, 2011, 01:06:10 pm
DarkerDark was online earlier today.
Maybe he has forgotten about us? :(
Yeah, hes been on fairly consistently, he just hasn't been taking the effort to do this (it does require quite a lot of effort though).

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **mission0** on **February 09, 2011, 01:09:30 pm**

Drugged up elephants being shot at the frogmen... what could possibly go wrong?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **TolyK** on **February 09, 2011, 01:11:23 pm**

Quote from: mission0 on February 09, 2011, 01:09:30 pm
Drugged up elephants being shot at the frogmen... what could possibly go wrong?
don't go there. I've done it as an adventurer.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Araph** on **February 09, 2011, 02:50:59 pm**

Quote from: TolyK on February 09, 2011, 01:11:23 pm
Quote from: mission0 on February 09, 2011, 01:09:30 pm
Drugged up elephants being shot at the frogmen... what could possibly go wrong?
don't go there. I've done it as an adventurer.

How?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **TolyK** on **February 09, 2011, 02:54:41 pm**

Quote from: Araph on February 09, 2011, 02:50:59 pm
Quote from: TolyK on February 09, 2011, 01:11:23 pm
Quote from: mission0 on February 09, 2011, 01:09:30 pm
Drugged up elephants being shot at the frogmen... what could possibly go wrong?
don't go there. I've done it as an adventurer.

How?

well actually I threw them, but the result was the same. (I was really strong and this guy was tiny)

guts everywhere.

(technically possible to shoot using item_corpse tags...)

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Julien Brightside** on **February 09, 2011, 04:32:07 pm**

Quote from: mission0 on February 09, 2011, 01:09:30 pm
what could possibly go wrong?

It is a dwarf fortress inspired comic. Do you really want to know?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **quip** on **February 09, 2011, 04:43:43 pm**

Quote from: Julien Brightside on February 09, 2011, 04:32:07 pm
Quote from: mission0 on February 09, 2011, 01:09:30 pm
what could possibly go wrong?

It is a dwarf fortress inspired comic. Do you really want to know?

Worst case senario(?): The plan works perfectly fine.
Best case senario(?): The elephants miss and slam into the ground with enough force to create a tunnel all the way to hell. Then demons come pouring out.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Araph** on **February 09, 2011, 05:59:28 pm**

Quote from: quip on February 09, 2011, 04:43:43 pm

Quote from: Julien Brightside on February 09, 2011, 04:32:07 pm

Quote from: mission0 on February 09, 2011, 01:09:30 pm

what could possibly go wrong?

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Worst case senario(?): The plan works perfectly fine.
Best case senario(?): The elephants miss and slam into the ground with enough force to create a tunnel all the way to hell. Then demons come pouring out.

You, sir, are a true DF player.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **mission0** on **February 09, 2011, 06:45:36 pm**

And then we take the demons as exotic pets to the Dwarves... Imagine their glee as we pull our trade Caravan filled with Demon Hordes through their gates!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ragnarok97071** on **February 10, 2011, 12:39:25 am**

DO YOU HAVE ANY IDEA HOW MANY HERBS THAT WOULD TAKE?
we'd better get gathering!
HERBALISTS, TO ME!!!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Araph** on **February 10, 2011, 08:22:36 pm**

It'd be worth every leaf of it.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Derp Sandvich** on **February 11, 2011, 01:37:55 pm**

I like how much of a pickle you guys are getting into, that's what makes this adventure hilarious.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **mission0** on **February 11, 2011, 01:39:04 pm**

Hey, awesomeness can solve everything!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rumrusher** on **February 11, 2011, 03:48:41 pm**

Quote from: quip on February 09, 2011, 04:43:43 pm

Quote from: Julien Brightside on February 09, 2011, 04:32:07 pm

Quote from: mission0 on February 09, 2011, 01:09:30 pm

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won't this lead to the hole to suck all the water into it causing what may look like a toilet flushing everything down. So if we missed the boat we still kill those frogmen by horrible limb breaking fall to the bottom.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Araph** on **February 11, 2011, 09:41:46 pm**

Quote from: Rumrusher on February 11, 2011, 03:48:41 pm

Quote from: quip on February 09, 2011, 04:43:43 pm

Quote from: Julien Brightside on February 09, 2011, 04:32:07 pm

Quote from: mission0 on February 09, 2011, 01:09:30 pm

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won't this lead to the hole to suck all the water into it causing what may look like a toilet flushing everything down. So if we missed the boat we still **kill those frogmen by horrible limb breaking fall to the bottom.**

*cough cough*Along with Amala*cough cough*

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Stone Wera** on **February 12, 2011, 04:13:23 pm**

Use arrows tied to ropes to shoot the frogmen and pull them off the boat and into the water, allowing you to safely board the vessel and sail to shore.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Stone Wera** on **February 13, 2011, 04:37:57 pm**

I can't wait until they get to the fortress and realize that their civilization pales in comparison the Dwarves. And that the portion of the fortress that they see is but a tip of the iceberg. And then try to impose a ban on trees and melt in magma. And the Elves back home think the caravan failed on the way and send another. And then the same damn thing happens over and over again. Because you know it will, it's freaking Dwarf Fortress.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **quip** on **February 13, 2011, 05:29:27 pm**

Quote from: Stone Wera on February 13, 2011, 04:37:57 pm

I can't wait until they get to the fortress and realize that their civilization ~~pales~~ **is a thousand times more awesome** in comparison to the Dwarves. And that the portion of the fortress that they see is but a tip of the iceberg. And then they ~~try to impose a ban on trees~~ **try to trade a horde of awesomely insane elephant FBs for the dwarves most precious metal** and ~~melt in magma~~ **end up drugging and caging the dwarves to sell to FB's**. And the Elves back home ~~think the caravan failed on the way and send another~~ **hear about the awesome and get high while caging more elephants**. And then the same damn thing happens over and over again. Because you know it will, it's the freaking Dwarf Fortress **Elves of Amanereli**.

Fix'd your statement for you.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rumrusher** on **February 13, 2011, 06:06:25 pm**

Quote from: quip on February 13, 2011, 05:29:27 pm

Quote from: Stone Wera on February 13, 2011, 04:37:57 pm

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Fix'd your statement for you.

dang all these ideas and almost made me forget I have that caravan challenge to do. man stupid in game year to collect loot and store it into a (companion wagon) Compagon all the while to make it to the Dwarven home to some how count all that money.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **The Fool** on **February 13, 2011, 10:42:40 pm**

Quote from: Flaede on February 09, 2011, 03:17:56 am

Quote from: Rexfelum on February 08, 2011, 11:15:17 pm

Quote from: Araph on February 08, 2011, 04:17:18 pm

Quote from: TolyK on February 08, 2011, 03:27:03 pm

Quote from: Armok on February 08, 2011, 03:19:59 pm

Quote from: Rexfelum on February 08, 2011, 11:31:34 am

The Forget About the Turtle (Unless It Turns Out To Be Helpful In a Quirky and Unexpected Manner) and Just Turn the Frogs Into Pincushions plan?
I vote for this plan.
same here.

WHAT? Have you people no sense of *adventure*?

Sure we do. This plan has several optional clauses with enhanced adventuresome properties. Including, e.g., the "Valo finds that his old blade of grass has become hollow after days of chewing and can therefore serve as a 'breathing reed,' thus allowing him to sneak up underwater and deliver the final blow after everyone else exchanges bow and blowgun fire" clause. Also, the "Amala takes this exact moment to wake up, leading her to a predictable reaction" clause.

--Rexfelum

Do any of the frogs have hats?

Probably not but we can give them rope reed cloth hats once they're pincushions. You know, to sell later to the dwarves. I swear this is a *good* idea.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **DarkerDark** on **February 18, 2011, 08:53:21 pm**

Dang... How many pages am I going to have to read through to tally up suggestions and such?

Anyways... I was off playing lots of new games, half of which were purchased over the course of Steam's Christmas Sale. Fallout New Vegas, Civilization 5, World of Tanks, Mount and Blade Warband, Napoleon Total War, Armed Assault 2, and Mafia 2. So many freakin' games...

But now that I'm bored of them. Time for Elves of Amanereli again? I have a bit of a cold right now, but I'll still see about getting an update done over the course of the weekend.

And for those of you sending me private messages to use my art as avatars and such, go right ahead, there's no need to ask. I draw these things for everybody.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Stone Wera** on **February 18, 2011, 08:54:50 pm**

Hey, DarkerDark's alive... Look at that.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ragnarok97071** on **February 18, 2011, 08:58:14 pm**

I tenetively ^_^ at the thought of an update, though they tend to be sporadic at best

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **iyaerP** on **February 18, 2011, 09:53:45 pm**

huzzah!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rumrusher** on **February 19, 2011, 01:06:47 am**

Well looks like the elves got their Amala back from the Frogmen's trip to their parents.
so maybe we can finally get that Update where DarkerDark's barge to rescue his laptop from his Sister.

so how long was Amala was in Sleep mode?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **quip** on **February 19, 2011, 04:02:40 am**

Quote from: DarkerDark on February 18, 2011, 08:53:21 pm

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Muhahahaha! The longer you put it off the more ideas we come up with! Muhahahaha! E.T.C.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **eerr** on **February 19, 2011, 04:34:36 am**

Quote from: DarkerDark on February 18, 2011, 08:53:21 pm

Dang... How many pages am I going to have to read through to tally up suggestions and such?

Don't worry too much, most of it is terrible ideas on how to use a turtle.

Conversely, that means you have enough mediocre ideas for how to rely on a turtle to save the day.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rexfelum** on **February 19, 2011, 01:54:29 pm**

Quote from: eerr on February 19, 2011, 04:34:36 am

Quote from: DarkerDark on February 18, 2011, 08:53:21 pm

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Don't worry too much, most of it is terrible ideas on how to use a turtle.

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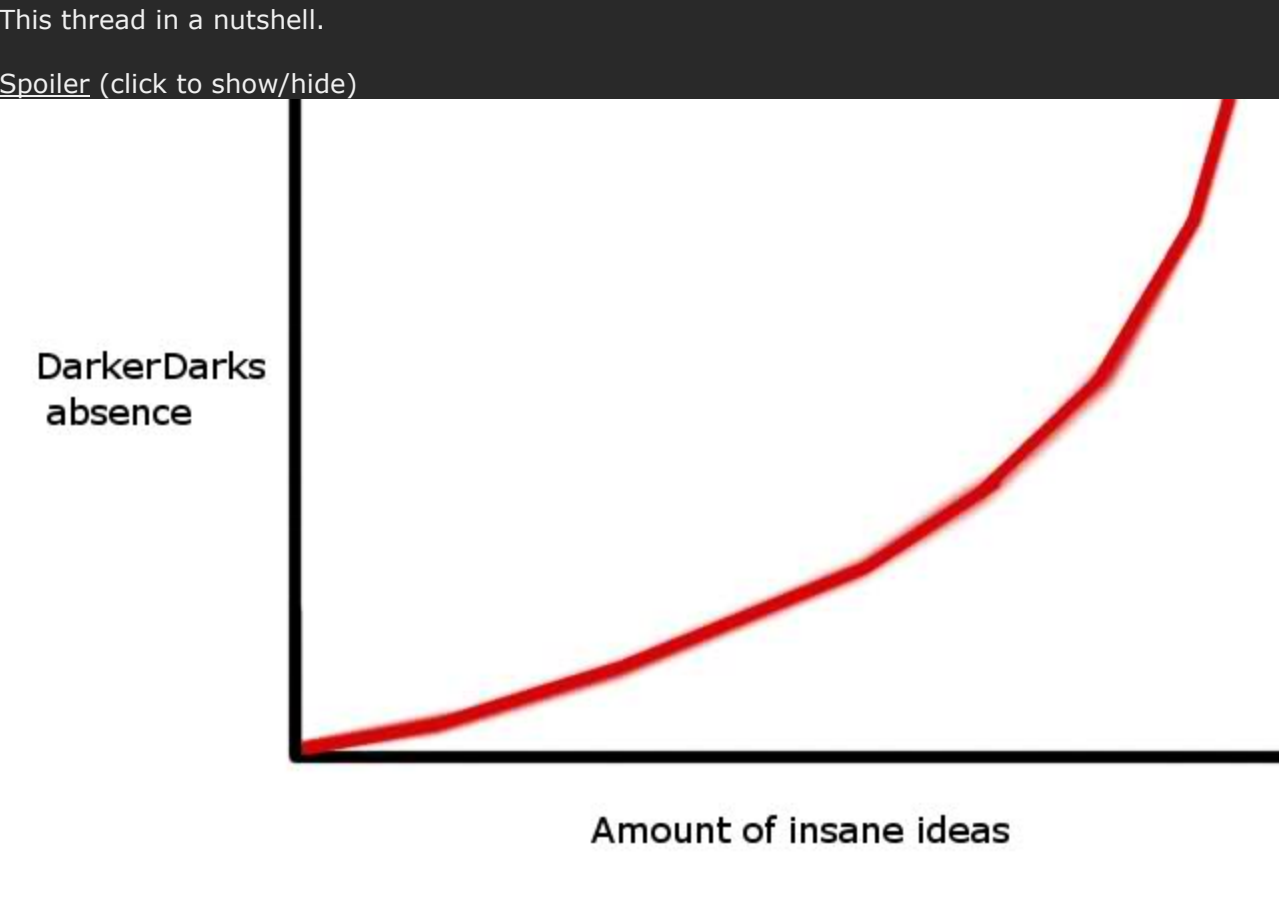
Sadly, not so much. The lion's share of "turtle" suggestions just said "Yes! I support Plan Turtle!" without going into specifics. I'm almost disappointed. I expected more from you turtle-lovers.

But when it comes to *elves doing things* . . . the earliest posts since the last update had a whole lot of suggestions, really. Actual statements about such things as "archery" and "diplomacy." It's just since then that the thread has devolved into this state that welcomes the reader with a pit of madness.

DarkerDark, I hope you appreciate the welcome.

--Rexfelum

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Julien Brightside** on **February 19, 2011, 02:16:31 pm**



Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Japa** on **February 19, 2011, 02:21:00 pm**

those axes need to be switched.

What you did there is visible to me.

I'm glad your back, DarkerDark! I think the swarm of crazy suggestions was mostly a way to keep the thread alive without resorting to "bump" posts. But maybe there's an idea there you like!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Armok** on **February 19, 2011, 03:07:50 pm**

DD is back! Yay! ^_^

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Araph** on **February 20, 2011, 01:40:31 am**

HUZZAH! DarkerDark is back! Now we can finally maybe implement the 8-Bit plan! Well... we would if it didn't get voted down...

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **quip** on **February 20, 2011, 03:57:21 am**

We have so many plans atleast one of them *has* to work... Right?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Flaede** on **February 20, 2011, 04:04:31 am**

Quote from: quip on February 20, 2011, 03:57:21 am
We have so many plans atleast one of them *has* to work... Right?

In a multiple timeline universe where every decision splits off. As it is, I think some of the plans are mutually exclusive.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **DarkerDark** on **February 22, 2011, 03:04:58 am**

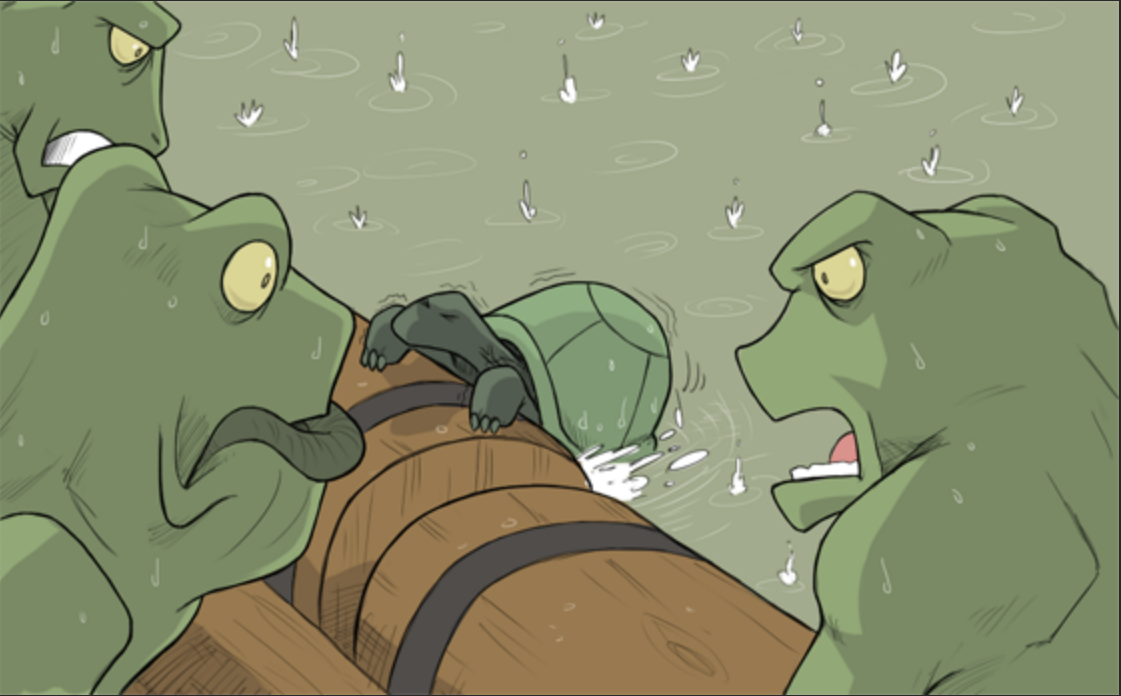
The amphibian men seem slightly confused that the Elves of Amanereli would begin to chase the drifting barge. The big lipped frogman croaks at his compatriots and speaks in the guttural broken tones of their ancient language, "Why? Why they come after elf with mammary glands? They not send elf to us as trade for big angry god? Why else would they tie elf to floating sticks and trees?"



The leader assesses the situation, "This all big misunderstanding... We talk to elves." He bellows across the water to the pursuing bowelves, "No come closer! We no want shed this elf blood! This elf kill many warriors! We take elf to angry god shaman. He give magic plants to wake elf! This elf will be new angry god and help defeat enemies!"

Though the frogman attempts at diplomacy, he keeps his knife tentatively close to Amala in warning. The Elves of Amanereli shout back, "That elf you speak of is Amala Nightglimmer, Captain of the Rangers, and slayer of Turotamilodang, who's trumpeting cries could not save him from his fate. She is a Child of Amanereli and will not be given up to the likes of frogmen who have fallen so far from grace that they are worth less than the slime that covers their back! Now lower your primitive blade and return to the filthy waters from which you came!"

The amphibian man croaks in anger, "You take angry god! We want new angry god! You give angry god back, or we take elf! We--" The frogman is suddenly interrupted by a loud thump against the side of the barge.



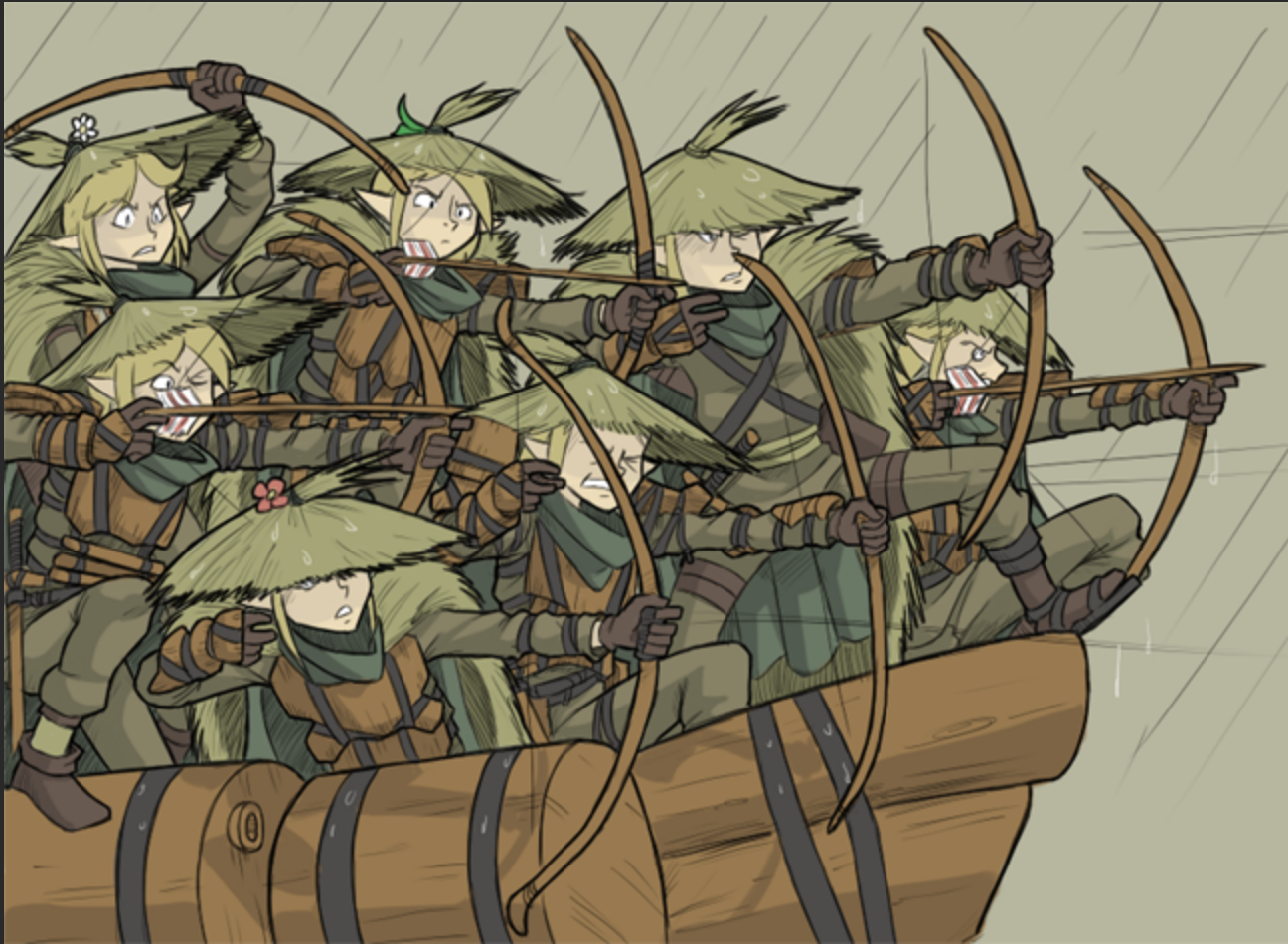
Peering over the side, the frogmen are shocked and awed to see a single turtle pushing itself against the side of the barge, as though it means to bring the vessel to a stop entirely by itself. As determined as it might be, it does very little in actually stopping the barge. However, the frogmen of the Whispering Marsh know that the Elves of Amanereli are fully capable of enlisting the aid of wildlife. They wait in tense anticipation, convinced that an elf might come springing up from underneath the shelled critter.



Their wait is cut short as the report of a snapped bowstring is heard. An arrow pierces through the throat of the lead frogman and he folds in on himself, clutching at the protruding shaft. The other frogmen croak in surprise and quickly work to ready their blowguns. Within moments, deadly darts begin to stitch the air.



The Elves of Amanereli reply in force.





The frogmen are very quickly turned into pincushions.

Amala's would be abductors have been dealt with. It won't take much effort to bring her drifting barge back to the safety of the Elven camp. But what should be done afterwards? Surely some congratulations are in order for the quick bows and deadly aim of the armored Amanereli warriors, and maybe even a few cheers for a single brave soul who helped to bring Amala's menacing aggressors to a swift end.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Alternatecash** on **February 22, 2011, 03:21:24 am**

Wunderbar! Now we just need to hunt down and extort the shaman they were croaking about into awakening Amala and continue on our way. Also, that turtle needs a name.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Taricus** on **February 22, 2011, 03:23:19 am**

And a cage.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **quip** on **February 22, 2011, 03:32:59 am**

If the frogmen give us any trouble in future we should give them *Turtle-name-here* the Distracter of Amanereli to be their holy prophet of Amala Nightglimmer- the angry god.

(Yessss! Another update!)

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Siquo** on **February 22, 2011, 04:03:56 am**

We did not choose the diplomat for a reason. **(A)rouse Amala, and get the flying eff out of there.**

Enlisting wildlife eh? Good to know.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Haspen** on **February 22, 2011, 04:17:14 am**

Ooommmgggg! We have done it!

We won something without elven losses :D

I'm proud of them now. **Wake Amala up, grab the turtle, grab elves, grab stuff and get out of the swamps.**

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Siquo** on **February 22, 2011, 05:35:12 am**

Quote from: Haspen on February 22, 2011, 04:17:14 am

We won something without elven losses :D

Darkerdark is getting soft... ;D (That remark in and of itself should kill a a few)

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **mission0** on **February 22, 2011, 07:54:22 am**

The turtle should be reverred by the elves, we shall keep it and name it "Steve the Turtle of This".

Also I agree with plan:

(A)rouse Amala, and get the flying eff out of there.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Julien Brightside** on **February 22, 2011, 08:20:15 am**

Last picture was a crowning moment of awesome.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Flaede** on **February 22, 2011, 09:24:37 am**

Aw. I feel badly.
Does no one else feel badly for the poor frogmen? They need a new Angry God!
Amala could have led them to victory! Against the Dwarves! Amphibious Ambush Party FTW!

Turtle is awesome. Turtle, I am sorry I doubted you.

Quote
We take elf to angry god shaman. He give magic plants to wake elf! This elf will be new angry god and help defeat enemies!

Opportunity missed, I think. And it seems that the frogs actually know how to *use* the local plantlife. Would have been good to know, before we started trying to smoke everything in sight.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **quip** on **February 22, 2011, 10:33:20 am**

What are you saying? We're elves! We wouldn't have listned to those frogmen anyway! I bet those wooden bowpipes of theirs weren't made from properly blessed wood from sustainibaly cut trees!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rexfelum** on **February 22, 2011, 02:00:47 pm**

Yeah, about those "deadly darts stitching the air." We didn't actually see where they landed. Can we trust that the wooden armor deflected everything? Or might the elves not have noticed the pinpricks during the rush of battle? And syndromes take time.

Have the archers check themselves for injuries. (I don't know if the elves have "medical staff" to help. Maybe just "herbalist staff.")

Then there's Amala and the magic plants (oh no, that sounds like a bad Disney movie):

Quote from: DarkerDark on February 22, 2011, 03:04:58 am
We take elf to angry god shaman. He give magic plants to wake elf! This elf will be new angry god and help defeat enemies!"

It sounds like a missed opportunity, but I don't trust that "help defeat enemies" part. Are they just overconfident, or would their "wakey-wakey" herbs actually enslave her? I'm thinking voodoo zombification. It's probably best to pass on this one. **Now get Amala to a safer location than a barge's prow!**

Turtle:

"Riraci" is "distract." "Emofe" is "adore" (couldn't find "cute"). "Caraca" is "shell" (couldn't find "turtle"). "Enolo" is "swim." C'mon, put something together!

Then, after a celebratory gala wherein the archers and turtle are hailed in equal measure, and without letting Amala out of anyone's sight this time, **get out of the Whispering Marshes.**

--Rexfelum

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Taricus** on **February 22, 2011, 02:03:12 pm**

Quote from: Rexfelum on February 22, 2011, 02:00:47 pm
Quote from: DarkerDark on February 22, 2011, 03:04:58 am
We take elf to angry god shaman. He give magic plants to wake elf! This elf will be new angry god and help defeat enemies!"
It sounds like a missed opportunity, but I don't trust that "help defeat enemies" part.
--Rexfelum

Just think, we get to take care of a loose end if she gets up near the frogs instead of us ;D

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **QuakeIV** on **February 22, 2011, 02:20:06 pm**

Woohoo, finally! An update!

...What now. ???

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Haspen** on **February 22, 2011, 02:25:11 pm**

Turtle:

Adorableshell the Swimming Distraction, or 'Emofecaraca Enoloriraci'.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Taricus** on **February 22, 2011, 02:26:24 pm**

Use the turtle as Amala's new hat. (obviously still alive)

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Aklyon** on **February 22, 2011, 02:35:22 pm**

Quote from: Taricus on February 22, 2011, 02:26:24 pm
Use the turtle as Amala's new hat. (obviously still alive)

Turtlehat!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ed boy** on **February 22, 2011, 03:08:54 pm**

We have been in a situation like this before: back before the caravan left, we were at a question of what to do with the elephants. I made a plan then, and I think that now is the right time to implement that plan, as the frogmen will be very susceptible to it.

Quote from: ed boy on April 28, 2010, 12:55:16 pm

Spoiler: lengthy and requoritated plan (click to show/hide)
Perform a montage with the frogmen showing how species doesn't matter what sort of person you are. Live in a utopian happiness with the frogmen, merging into the herd and supporting their community.

Once you have their trust, lure them into smoking assorted herbs. Once they form a dependency, restrict supply and become extortionate, demanding more and more services from them for the herbs. There will doubtless be some more outspoken and troublesome of the frogmen - they must be dealt with with discretion.

Even after the immediate labour needs of the tribe are fulfilled, manipulate the frogmen to build various megaprojects. The point of this is not to benefit from the megaprojects, but rather to change the social structure of the frogmen. The once-mighty creatures, cripples by their addiction for the assorted herbs, shall live in a broken society. Living conditions for the frogmen must be reduced so that they are only just surviving: they will not be aware of the long-term destruction of their society.

With time, the place of frogmen will be firmly established. Broken creatures, they will beg and toil for the elves just for the next sweet hit of the assorted herbs. Elves will be established as the superior species, and as long as the living conditions of the frogmen is kept poor, they will be unable to uprising and rebel. Of course, in order to maintain this, the elves need to establish a strict society: even though elves will be equal to frogmen by the letter of the law, the practice will be different. By exaggerating the goblin menace as the root of all evils making scapegoats of troublesome frogmen (claiming them to be agents for the goblins), a clear enemy can be established for the frogmen to concern themselves with.

By offering large rewards of assorted herbs for any potential goblin agent frogmen, any frogman that tries to disrupt proceedings will be quickly turned in. They will also be unable to identify with any other sympathisers, as they will not be able to tell them from the regular members of society.

A secret police will have to be established. The frogmen should be constantly living in fear, unable to shoe a moment's deviance from acceptable thoughts. The actual logistics of monitoring every frogman will be a huge problem, so the frogmen must be unable to know if they are being watched or not. By establishing a series of underground tunnels underneath the frogman settlements where elves and frogmen can be posted, the frogmen will be able to be watched and heard at any time, but they will not know at any given point whether they are being monitored or not. They must therefore always act like they are being monitored, in case they are.

The knowledge and society of the elves must be heavily censored, too. The elves must establish a leader for the frogmen to follow. The leader must himself be an frogman, called "amazing amphibian" (or alternatively, the turtle). Pictures of this leader will be placed everywhere. Since the leader is an frogman, the other frogmen will be encouraged to act like him, and with time they will want to act like him. All new reaching the frogmen must be completely fabricated: they must be told how they live in an age of prosperity thanks to the glory of their leader and his following of the desired way of life, despite the filthy goblins who shall be seen as all that is bad. This leader does not need to actually exist; the frogmen need to think that he exists.

Over time, a stable society will be formed. Frogmen will be brainwashed into pure hatred of the goblins, and loving their leader and his agents, the elves. They shall see the leader and the elves as the source of all that is good: Their society, their defence against goblins and their assorted herbs. The mere concept of society as anything different will be outside what they can conceive: the language that they use shall have to be changed after a time to make even expressing an unfavourable thought impossible. They shall live in constant fear, though. They shall be terrified of goblin agents, and that they might be thought to be goblin agents.

Disappearances in such a society would be common, and thus nobody would notice when a frogman is taken away to be traded to the dwarves. They will not be told of the dwarves, though. Whenever a frogman is needed for trading, one shall be taken, a problematic one if preferable.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ottofar** on **February 22, 2011, 03:35:34 pm**

That.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **TolyK** on **February 22, 2011, 03:40:40 pm**

Quote from: Ottofar on February 22, 2011, 03:35:34 pm

That.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **quip** on **February 22, 2011, 04:19:44 pm**

Wait. Have we gone full loop back to making a Orwallein Big Brother society?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **eerr** on **February 22, 2011, 04:22:53 pm**

Someone has gone round to Orville Redenbacker's popcorn.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Akigagak** on **February 22, 2011, 04:28:33 pm**

Posting to watch. Becuase I can't believe I haven't yet.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Armok** on **February 22, 2011, 06:38:36 pm**

There was a slight wait, but this update did not dissappoint! :D DD, you're awesome.

Quote from: Rexfelum on February 22, 2011, 02:00:47 pm

Have the archers check themselves for injuries. (I don't know if the elves have "medical staff" to help. Maybe just "herbalist staff.")

Sounds like a good idea.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Flaede** on **February 22, 2011, 07:05:07 pm**

Quote from: Rexfelum on February 22, 2011, 02:00:47 pm

Yeah, about those "deadly darts stitching the air." We didn't actually see where they landed. Can we trust that the wooden armor deflected everything? Or might the elves not have noticed the pinpricks during the rush of battle? And syndromes take time.

Have the archers check themselves for injuries. (I don't know if the elves have "medical staff" to help. Maybe just "herbalist staff.")

Good point! I agree.

Quote from: Rexfelum on February 22, 2011, 02:00:47 pm

Now get Amala to a safer location than a barge's prow!

Why remove Amala from the barge? Just get everything else ON the barge(s?) and get the heck out of this swamp!

Quote from: Rexfelum on February 22, 2011, 02:00:47 pm

get out of the Whispering Marshes.

yes. That. Have the party for the turtle on the barge. Ask turtle what it most desires in the world, and try to grant its request.

Quote from: Haspen on February 22, 2011, 02:25:11 pm

Turtle:

Adorableshell the Swimming Distraction, or 'Emofecaraca Enoloriraci'.

Yeah, that's awesome. So long as the turtle is ok with the new title.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rexfelum** on **February 22, 2011, 09:44:57 pm**

Quote from: Flaede on February 22, 2011, 07:05:07 pm

Quote from: Rexfelum on February 22, 2011, 02:00:47 pm

Now get Amala to a safer location than a barge's prow!

Why remove Amala from the barge? Just get everything else ON the barge(s?) and get the heck out of this swamp!

Well, who am I to stop something that will inevitably cause more wacky hijinks? This caravan *clearly* hasn't had enough Amala-related troubles yet.

--Rexfelum

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Aklyon** on **February 22, 2011, 09:46:03 pm**

Quote from: Rexfelum on February 22, 2011, 09:44:57 pm

Quote from: Flaede on February 22, 2011, 07:05:07 pm

Quote from: Rexfelum on February 22, 2011, 02:00:47 pm

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--Rexfelum

Give Amala the Turtlehat to wear and I'll thirld this.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ultimuh** on **February 22, 2011, 09:56:41 pm**

Quote from: Rexfelum on February 22, 2011, 09:44:57 pm

Quote from: Flaede on February 22, 2011, 07:05:07 pm

Quote from: Rexfelum on February 22, 2011, 02:00:47 pm

Now get Amala to a safer location than a barge's prow!

Why remove Amala from the barge? Just get everything else ON the barge(s?) and get the heck out of this swamp!

Well, who am I to stop something that will inevitably cause more wacky hijinks? This caravan *clearly* hasn't had enough Amala-related troubles yet.

--Rexfelum

Sure, we send the more adventurous ones out to sail with the barge.
But the majority of the elves, should try to get the caravan going.
So I suggest we split up.

The bowelves, merchants and several others stay and head on with the mission. (Including Amala, we cannot have her in hazardous adventures in the state she is now.)
We then select a small team of the more crazy elves, to boldly go where no elves have gone before!
The leader (whoose name should totally be Guffy B. Donkey) of these adventurers should wear the live turtle as a hat and be nicknamed Tutlehat.

So this is my take on this.

Ps: If they somehow survive the crazy voyage, we might even get a spinoff adventure from this? (please? :D)

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Aklyon** on **February 22, 2011, 09:59:05 pm**

I second Ultimuh.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rexfelum** on **February 22, 2011, 10:36:10 pm**

I'm unclear on how these connect:

Quote from: Ultimuh on February 22, 2011, 09:56:41 pm

Sure, we send the more adventurous ones out to sail with the barge.
But the majority of the elves, should try to get the caravan going.
. . .
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We then select a small team of the more crazy elves, to boldly go where no elves have gone before!
. . .
Ps: If they somehow survive the crazy voyage . . .

Which is which? Are you saying that the "ones out sailing with the barge" are the "small team of the more crazy elves," about to partake on a "crazy voyage"? The barge had been built in the first place to get the regular caravan folks "on with the mission," so this needs more detail.

Also, where would the "crazy voyage" be headed? Deeper into the marshes? Somewhere not-marsh?

--Rexfelum

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ultimuh** on **February 22, 2011, 10:38:48 pm**

Quote from: Rexfelum on February 22, 2011, 10:36:10 pm

I'm unclear on how these connect:

Quote from: Ultimuh on February 22, 2011, 09:56:41 pm

Sure, we send the more adventurous ones out to sail with the barge.
But the majority of the elves, should try to get the caravan going.
. . .
The bowelves, merchants and several others stay and head on with the mission. (Including Amala . . .
We then select a small team of the more crazy elves, to boldly go where no elves have gone before!

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Which is which? Are you saying that the "ones out sailing with the barge" are the "small team of the more crazy elves," about to partake on a "crazy voyage"? The barge had been built in the first place to get the regular caravan folks "on with the mission," so this needs more detail.

Also, where would the "crazy voyage" be headed? Deeper into the marshes? Somewhere not-marsh?

```
--Rexfelum
```

Make a new barge, a larger one which can hold all the goods.

So they continue the mission with that, leaving the crazy elves with the first barge for adventure. (Tough it is most likely they will get killed.)

edit: Or they could backtrack and move through the woods to continue the mission from there.

Title: Re: Elves of Amanereli - Paint adventure

Post by: **Rumrusher** on **February 22, 2011, 11:11:09 pm**

ram the elf barge with the one with the dead corpses to make a larger barge

larger barge = one barge + barge with Darkerdark's Laptop strap to the pole. then slam the larger barge into land hopefully for picking up the rest of the group spend their time watching a grumpy god and a scared elephant all day.

Oh I like the Turtle as a hat idea maybe they strap the turtle onto Darkerdark's Laptop's head and call it Headcam and take orders from the turtle until Darkerdark's Laptop wakes up.

Title: Re: Elves of Amanereli - Paint adventure

Post by: **The Fool** on **February 23, 2011, 01:47:55 am**

Quote from: Aklyon on February 22, 2011, 09:46:03 pm

Quote from: Rexfelum on February 22, 2011, 09:44:57 pm

Quote from: Flaede on February 22, 2011, 07:05:07 pm

Quote from: Rexfelum on February 22, 2011, 02:00:47 pm

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```
--Rexfelum
```

Give Amala the Turtlehat to wear and I'll third this.

This.

Title: Re: Elves of Amanereli - Paint adventure

Post by: **Johnfalcon99977** on **February 23, 2011, 05:28:51 pm**

Quote from: ed boy on February 22, 2011, 03:08:54 pm

Quote from: ed boy on April 28, 2010, 12:55:16 pm

Spoiler: lengthy and regurgitated plan (click to show/hide)

Perform a montage with the frogmen showing how species doesn't matter what sort of person you are. Live in a utopian happiness with the frogmen, merging into the herd and supporting their community.

Once you have their trust, lure them into smoking assorted herbs. Once they form a dependency, restrict supply and become extortionate, demanding more and more services from them for the herbs. There will doubtless be some more outspoken and troublesome of the frogmen - they must be dealt with with discretion.

Even after the immediate labour needs of the tribe are fulfilled, manipulate the frogmen to build various megaprojects. The point of this is not to benefit from the megaprojects, but rather to change the social structure of the frogmen. The once-mighty creatures, crippled by their addiction for the assorted herbs, shall live in a broken society. Living conditions for the frogmen must be reduced so that they are only just surviving: they will not be aware of the long-term destruction of their society.

With time, the place of frogmen will be firmly established. Broken creatures, they will beg and toil for the elves just for the next sweet hit of the assorted herbs. Elves will be established as the superior species, and as long as the living conditions of the frogmen is kept poor, they will be unable to uprise and rebel. Of course, in order to maintain this, the elves need to establish a strict society: even though elves will be equal to frogmen by the letter of the law, the practice will be different. By exaggerating the goblin menace as the root of all evils making scapegoats of troublesome frogmen (claiming them to be agents for the goblins), a clear enemy can be established for the frogmen to concern themselves with.

By offering large rewards of assorted herbs for any potential goblin agent frogmen, any frogman that tries to disrupt proceedings will be quickly turned in. They will also be unable to identify with any other sympathisers, as they will not be able to tell them from the regular members of society.

A secret police will have to be established. The frogmen should be constantly living in fear, unable to show a moment's deviance from acceptable thoughts. The actual logistics of monitoring every frogman will be a huge problem, so the frogmen must be unable to know if they are being watched or not. By establishing a series of underground tunnels underneath the frogman settlements where elves and frogmen can be posted, the frogmen will be able to be watched and heard at any time, but they will not know at any given point whether they are being monitored or not. They must therefore always act like they are being monitored, in case they are.

The knowledge and society of the elves must be heavily censored, too. The elves must establish a leader for the frogmen to follow. The leader must himself be an frogman, called "amazing amphibian" (or alternatively, the turtle). Pictures of this leader will be placed everywhere. Since the leader is an frogman, the other frogmen will be encouraged to act like him, and with time they will want to act like him. All new reaching the frogmen must be completely fabricated: they must be told how they live in an age of prosperity thanks to the glory of their leader and his following of the desired way of life, despite the filthy goblins who shall be seen as all that is bad. This leader does not need to actually exist; the frogmen need to think that he exists.

Over time, a stable society will be formed. Frogmen will be brainwashed into pure hatred of the goblins, and loving their leader and his agents, the elves. They shall see the leader and the elves as the source of all that is good: Their society, their defence against goblins and their assorted herbs. The mere concept of society as anything different will be outside what they can conceive: the language that they use shall have to be changed after a time to make even expressing an unfavourable thought impossible. They shall live in constant fear, though. They shall be terrified of goblin agents, and that they might be thought to be goblin agents.

Disappearances in such a society would be common, and thus nobody would notice when a frogman is taken away to be traded to the dwarves. They will not be told of the dwarves, though. Whenever a frogman is needed for trading, one shall be taken, a problematic one if preferable.

Perfect. Just Perfect.

Do it.

Title: Re: Elves of Amanereli - Paint adventure

Post by: **iyaerP** on **February 23, 2011, 09:26:33 pm**

~~To reiterate a few points made before:~~

~~We need to check our heroic bowelves for blowdart injuries.~~

~~We need to GET OUT OF THE SWAMP before we get attacked again.~~

~~And finally, once at a safe locaiton, we need to set about training the elephants and giant frog titan. Wouldn't do to show up at the dwarven trade depot with not tamed animals for trade.~~

Scratch all that. Inspiration has struck based on the .19 release.

First, we want that shammi captured so that we can cure amala, right? Well, that is simple. Frogs are amphibious egg-layers. So all we need to do is set up a number of nestboxes in the water, and hope that the shaman is female. Even if it isn't, we should still be able to capture a number of ~~deadly~~ fun swamp animals to add to our caravan's value. Speaking of value, once we are on dry land, we need to go

about converting some empty kegs/barrels into beehives and capturing some bees. Cuz as we all know, one hive of bees is worth like 10K dorbucks, making them AWESOME trading goods.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Siquo** on **February 24, 2011, 04:06:07 pm**

And since we can talk to animals, we can tell the bees to get the eff in there or we're gonna eff them up bad. Eff.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Flaede** on **February 24, 2011, 08:40:34 pm**

Quote from: Siquo on February 24, 2011, 04:06:07 pm
And since we can talk to animals, we can tell the bees to get the eff in there or we're gonna eff them up bad. Eff.

Oh. Yeah, because threatening 10 000 bees can't go horribly, horribly wrong. :D

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Stone Wera** on **February 24, 2011, 09:57:31 pm**

Quote from: Siquo on February 24, 2011, 04:06:07 pm
And since we can talk to animals, we can tell the bees to get the eff in there or we're gonna eff them up bad. Eff.

Being polite to the bees will result in less stingy stings. Although bees don't exactly think... So I don't know how far that will get us.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Aklyon** on **February 24, 2011, 10:00:38 pm**

Quote from: Flaede on February 24, 2011, 08:40:34 pm
Quote from: Siquo on February 24, 2011, 04:06:07 pm
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Oh. Yeah, because threatening 10 000 bees can't go horribly, horribly wrong. :D
hey, if a bird can steal 10 007 of them, we can easily tell the effing bees to get the eff in there. eff.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Flaede** on **February 24, 2011, 10:09:50 pm**

Quote from: Aklyon on February 24, 2011, 10:00:38 pm
Quote from: Flaede on February 24, 2011, 08:40:34 pm
Quote from: Siquo on February 24, 2011, 04:06:07 pm
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Only to have them stolen by a random Macaque.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Stone Wera** on **February 24, 2011, 10:35:41 pm**

Quote from: Flaede on February 24, 2011, 10:09:50 pm
Quote from: Aklyon on February 24, 2011, 10:00:38 pm
Quote from: Flaede on February 24, 2011, 08:40:34 pm
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And then the maqacue is killed by a hunting dog and the rats then nabs the bees from his cold dead hands, and an adventurer then dustrbs many small creatures in a lair and shoves it in a cage with a bunch of knives and a copper high boot to sell for a silver warhammer.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Flaede** on **February 24, 2011, 10:45:02 pm**

Quote from: Stone Wera on February 24, 2011, 10:35:41 pm
Quote from: Flaede on February 24, 2011, 10:09:50 pm
Quote from: Aklyon on February 24, 2011, 10:00:38 pm
Quote from: Flaede on February 24, 2011, 08:40:34 pm
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And then the maqacue is killed by a hunting dog and the rats then nabs the bees from his cold dead hands, and an adventurer then dustrbs many small creatures in a lair and shoves it in a cage with a bunch of knives and a copper high boot to sell for a silver warhammer.

Naw. Shopkeepers won't take anything that "wriggles". That would include bees, I think.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Aklyon** on **February 24, 2011, 10:50:15 pm**

Quote from: Flaede on February 24, 2011, 10:45:02 pm
Quote from: Stone Wera on February 24, 2011, 10:35:41 pm
Quote from: Flaede on February 24, 2011, 10:09:50 pm
Quote from: Aklyon on February 24, 2011, 10:00:38 pm
Quote from: Flaede on February 24, 2011, 08:40:34 pm
Quote from: Siquo on February 24, 2011, 04:06:07 pm
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Quote from: Akigagak on February 24, 2011, 11:12:43 pm
I think it's more that they're taking the cage, and don't care about the bugs. You're not selling them the bugs, you're selling the cage itself.
Also HOLY OFF TOPIC AND UNNEEDED QUOTE PYRAMID BATMAN.

Well it's not like we have a definite number of posts that we can make. Besides, most of the ideas are already in. I see no point in *not* debating the practicality of beetles as a form of currency.

Except that it's completely futile because beetles are obviously the best form of legal tender, without a doubt.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Flaede** on **February 24, 2011, 11:54:23 pm**

Quote from: Stone Wera on February 24, 2011, 11:16:38 pm
Quote from: Akigagak on February 24, 2011, 11:12:43 pm
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Except that it's completely futile because beetles are obviously the best form of legal tender, without a doubt.

Man, you've lost the topic of the off-topic. We were debating the practicality of BEES as a form of currency. And bees as currency is awesome. Better than tulips, even (and don't even try telling me Elves don't use tulips as currency).

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ochita** on **February 25, 2011, 12:03:44 am**

Quote from: Flaede on February 24, 2011, 11:54:23 pm
Quote from: Stone Wera on February 24, 2011, 11:16:38 pm
Quote from: Akigagak on February 24, 2011, 11:12:43 pm
I think it's more that they're taking the cage, and don't care about the bugs. You're not selling them the bugs, you're selling the cage itself.
Also HOLY OFF TOPIC AND UNNEEDED QUOTE PYRAMID BATMAN.
Well it's not like we have a definite number of posts that we can make. Besides, most of the ideas are already in. I see no point in *not* debating the practicality of beetles as a form of currency.
Except that it's completely futile because beetles are obviously the best form of legal tender, without a doubt.
Man, you've lost the topic of the off-topic. We were debating the practicality of BEES as a form of currency. And bees as currency is awesome. Better than tulips, even (and don't even try telling me Elves don't use tulips as currency).

Well.... We could threaten the dwarfs...

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Stone Wera** on **February 25, 2011, 12:09:46 am**

Quote from: Flaede on February 24, 2011, 11:54:23 pm
Quote from: Stone Wera on February 24, 2011, 11:16:38 pm
Quote from: Akigagak on February 24, 2011, 11:12:43 pm
I think it's more that they're taking the cage, and don't care about the bugs. You're not selling them the bugs, you're selling the cage itself.
Also HOLY OFF TOPIC AND UNNEEDED QUOTE PYRAMID BATMAN.
Well it's not like we have a definite number of posts that we can make. Besides, most of the ideas are already in. I see no point in *not* debating the practicality of beetles as a form of currency.
Except that it's completely futile because beetles are obviously the best form of legal tender, without a doubt.
Man, you've lost the topic of the off-topic. We were debating the practicality of BEES as a form of currency. And bees as currency is awesome. Better than tulips, even (and don't even try telling me Elves don't use tulips as currency).

Yes, but I play .18, and have no access to bees. However, beetles are readily available in the thousands.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **FritzPL** on **February 27, 2011, 03:40:42 pm**

As I see now,sending caravan into swamps was a BAD idea.
Also,what the hell about those elves left behind?

(make that diplomat plot on the fail of caravan. remember,he was upset that HE wasnt chosen. :>)

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rexfelum** on **February 27, 2011, 04:30:01 pm**

Quote from: FritzPL on February 27, 2011, 03:40:42 pm
As I see now,sending caravan into swamps was a BAD idea.

Eh, by the laws of cosmic inevitability, any of the other routes (<http://www.bay12forums.com/smf/index.php?topic=55601.msg1251429#msg1251429>) would have led to elf deaths anyway. At least frogmen turned out to be more interesting than the originally-hinted alligators. I can't wait to see what will happen as the caravan finally gets into the Foreboding Hills. For all we know, more believable ideas from other recent Dwarf Fortress updates (as in, more believable than passive egg-laying shamans) will strike, and there'll be a roc nest.

--Rexfelum

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **chewie** on **February 27, 2011, 06:06:04 pm**

Quote from: DarkerDark on February 22, 2011, 03:04:58 am
The leader assesses the situation, "This all big misunderstanding... We talk to elves." He bellows across the water to the pursuing bowelves, "No come closer! We no want shed this elf blood! This elf kill many warriors! We take elf to angry god shaman. He give magic plants to wake elf! This elf will be new angry god and help defeat enemies!"

I'm pretty sure we (aka the elves) don't have the knowledge to wake up Amala. **Go find that shaman.**

On another note:



We need a kill count. Of the whole game, just like the death count.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rumrusher** on **February 27, 2011, 07:02:11 pm**

If this Shaman ends up giving Darkerdark's laptop the phoenix force then she goes Xmen 3 on us.
we better make a plan for when that happens... like caging her with the shaman during the process. until then any one for making the turtle leader of the group?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Birdy** on **February 27, 2011, 09:12:23 pm**

Quote from: Rumrusher on February 27, 2011, 07:02:11 pm
any one for making the turtle leader of the group?

Don't we already have a replacement leader? I don't think making a little turtle that is only worthy of being a hat the leader would be wise, nothing would get done.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Acanthus117** on **February 27, 2011, 09:33:31 pm**

Quote from: Siquo on February 22, 2011, 04:03:56 am
We did not choose the diplomat for a reason. **(A)rouse Amala, and get the flying eff out of there.**
Enlisting wildlife eh? Good to know.

YOU BASTARD

WHY MUST YOU OPEN OLD WOUNDS

WHYYYYYY

Also, I think we should take stock of what we have, and GTFO of the swamp. Unless we can wrangle some gators or something...

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rumrusher** on **February 28, 2011, 03:15:13 am**

So we take from the swamp a titan, a coma leader, and a turtle.
Well better not let those frogmen corpses go to waste and make silly bolts, crafts and well made meals out of them for the road ahead.
also guessing this shaman is some type of Hex magic user so beware of sudden teleportation, skin flaying, race changing and crazy stuff along the way to his home which no doubt be a hamlet, lair and a fort all shove into one. Or could be a normal run of the mill shamans.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Siquo** on **February 28, 2011, 07:35:49 am**

Quote from: Acanthus117 on February 27, 2011, 09:33:31 pm
WHY MUST YOU OPEN OLD WOUNDS
One man's open wound is another mans running gag.
...
There's so many ways I can turn that sentence around in so many wrong-but-funny ways.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Acanthus117** on **February 28, 2011, 05:20:17 pm**

Quote from: Siquo on February 28, 2011, 07:35:49 am
Quote from: Acanthus117 on February 27, 2011, 09:33:31 pm
WHY MUST YOU OPEN OLD WOUNDS
One man's open wound is another mans running gag.
...
There's so many ways I can turn that sentence around in so many wrong-but-funny ways.

You *bastard*.

WHY MUST YOU DO THIS TO ME

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Flaede** on **February 28, 2011, 05:37:07 pm**

Quote from: Acanthus117 on February 28, 2011, 05:20:17 pm

Quote from: Siquo on February 28, 2011, 07:35:49 am

Quote from: Acanthus117 on February 27, 2011, 09:33:31 pm

WHY MUST YOU OPEN OLD WOUNDS

One man's open wound is another mans running gag.

...

There's so many ways I can turn that sentence around in so many wrong-but-funny ways.

You *bastard*.

WHY MUST YOU DO THIS TO ME

You have been marked by the Spirit of Slapstick, and Slapstick bows to no one person's pain.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Stone Wera** on **February 28, 2011, 06:24:59 pm**

Quote from: Flaede on February 28, 2011, 05:37:07 pm

Quote from: Acanthus117 on February 28, 2011, 05:20:17 pm

WHY MUST YOU DO THIS TO ME

You have been marked by the Spirit of Slapstick, and Slapstick bows to no one person's pain.

Thank you for the new sig.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rumrusher** on **March 01, 2011, 12:05:35 am**

dang Acanthus117 in pain reminds me of the whole Olon Toolpalace event. good times good times.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Acanthus117** on **March 01, 2011, 12:06:46 am**

AGH

WHY WHY WHY WHY WHYHHHHYYYHYsdhfaislaoiiouwasfzxcbjlzxcbjzsjbadsfjbksdafHsdfaklhdfhsdf

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Stone Wera** on **March 01, 2011, 12:10:30 am**

Quote from: Acanthus117 on March 01, 2011, 12:06:46 am

AGH

WHY WHY WHY WHY WHYHHHHYYYHYsdhfaislaoiiouwasfzxcbjlzxcbjzsjbadsfjbksdafHsdfaklhdfhsdf

YOU MADE US DO THIS.
You know you love it...

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Acanthus117** on **March 01, 2011, 12:15:43 am**

sasdsdlkjsc.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Stone Wera** on **March 01, 2011, 12:41:38 am**

Alright, enough of this nonsense. Let's get back to waiting for DarkerDark to weave his brilliant tapestry of stoned pachyderms.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Urist McCheeseMaker** on **March 01, 2011, 06:19:11 am**

Quote from: Stone Wera on March 01, 2011, 12:41:38 am

Alright, enough of this nonsense. Let's get back to waiting for DarkerDark to weave his brilliant tapestry of stoned pachyderms.

Sounds like a plan! Also.. *don't mind me, just lurking in this thread*

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **quip** on **March 01, 2011, 11:08:22 am**

I feel like posting but can't think of anything.... Yay!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ottottott** on **March 01, 2011, 01:51:35 pm**

I really can't believe I didn't start following this earlier. DarkerDark has really awesome drawing skills for someone making a MS paint adventure. Most of this already seems decided but I feel the need to throw in my vote anyways.

The turtle should be captured, named and made into a pet. As a hat... Well... Maybe when Amala resumes consciousness we can tell her all about how the turtle saved her life and ask if in return she would carry it on her head.

Definitely keep Amala where she is. It suits so well! I'm not sure how she would respond when she wakes up though.

With that said... Get the whole caravan **the eff out of here!!!**

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Armok** on **March 01, 2011, 03:00:49 pm**

Quote from: Acanthus117 on March 01, 2011, 12:15:43 am

sasdsdlkjsc.

This almost spells out "sadist".

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **quip** on **March 01, 2011, 03:05:48 pm**

Quote from: Armok on March 01, 2011, 03:00:49 pm

Quote from: Acanthus117 on March 01, 2011, 12:15:43 am

sasdsdlkjsc.

This almost spells out "sadist".

I thought they tried to spell sadistic but saw someone enlist some animals aid, then they broke down and cried.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Forumite** on **March 02, 2011, 08:14:14 pm**

Just found this after following a link in the FB-art thread. Awesome story.

I say keep the turtle, bring Amala along, and let the elf from #17 lead the expedition for now.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **JacenHanLovesLegos** on **March 03, 2011, 01:40:12 pm**

Wait... This isn't done?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **quip** on **March 03, 2011, 02:00:07 pm**

[Quote from: JacenHanLovesLegos on March 03, 2011, 01:40:12 pm](#)

Wait... This isn't done?

No, not by a longshot.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **JacenHanLovesLegos** on **March 03, 2011, 03:01:38 pm**

Then why is it listed in the abandoned section in forum games?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ahra** on **March 03, 2011, 03:02:27 pm**

maybe they never changed it after i happened to necro it.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ragnarok97071** on **March 03, 2011, 05:14:51 pm**

Yeah, DD came back :D

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Aklyon** on **March 03, 2011, 05:38:18 pm**

[Quote from: JacenHanLovesLegos on March 03, 2011, 03:01:38 pm](#)

Then why is it listed in the abandoned section in forum games?

You mean the archive? Thats the 'Hey, these were pretty good, read 'em if you want' section, not the abandoned games section. that would take several posts to make.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **JacenHanLovesLegos** on **March 03, 2011, 06:49:17 pm**

Oh. I read it as Good to Read Abandoned Games.

EDIT: No, wait.

[Quote from: Cheddarius on February 13, 2010, 11:47:59 pm](#)

ARCHIVES
These games are no longer among the living, but have been nominated as fun to read. Try them, maybe you'll like reading them and perhaps play a sequel or even make one yourself.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ultimuh** on **March 03, 2011, 06:59:35 pm**

Quick! put it up as still breathing!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Aklyon** on **March 03, 2011, 07:04:14 pm**

Its the exception, then.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Puzzlemaker** on **March 05, 2011, 01:18:33 pm**

This is an awesome thread. Keep it going!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **The Fool** on **March 05, 2011, 01:29:24 pm**

I really don't want to see this topic die. It's epic and fantastic, especially when the elves die from trying what we suggest (arouse Amala). I can see this eating up time though. Regardless I want to read this through to the end.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Flaede** on **March 05, 2011, 02:01:10 pm**

It wont die. It just hibernates. Like a frog in the mud.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Aklyon** on **March 05, 2011, 02:10:01 pm**

[Quote from: Flaede on March 05, 2011, 02:01:10 pm](#)

It wont die. It just hibernates. Like a frogman in the mud.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Flaede** on **March 05, 2011, 02:11:50 pm**

Quote from: Aklyon on March 05, 2011, 02:10:01 pm
Quote from: Flaede on March 05, 2011, 02:01:10 pm
It wont die. It just hibernates. Like a frogman in the mud.

mea culpa. Clearly that was what I should have said.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **TolyK** on **March 05, 2011, 03:29:02 pm**

Quote from: Flaede on March 05, 2011, 02:01:10 pm
It wont die. It just gets stuck in cages. Like a frog titan in the swamp.
also this.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Flaede** on **March 06, 2011, 02:03:21 am**

Quote from: TolyK on March 05, 2011, 03:29:02 pm
Quote from: Flaede on March 05, 2011, 02:01:10 pm
It wont die. It just gets stuck in cages. Like a frog titan in the swamp.
also this.

Are you implying that this thread is off ~~drinking~~ getting drunk on strawberry wine?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **quip** on **March 06, 2011, 03:19:55 am**

Quote from: Flaede on March 06, 2011, 02:03:21 am
Quote from: TolyK on March 05, 2011, 03:29:02 pm
Quote from: Flaede on March 05, 2011, 02:01:10 pm
It wont die. It just gets stuck in cages. Like a frog titan in the swamp.
also this.
Are you implying that this thread is off ~~drinking~~ getting drunk on strawberry wine?
It probably is actually...

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ottottott** on **March 06, 2011, 03:21:38 am**

...getting drunk on... ? What does that mean?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **TolyK** on **March 06, 2011, 04:34:23 am**

elves <> dwarves
elves can get drunk, dwarves cannot.
Q.E.D.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **DarkerDark** on **March 06, 2011, 06:56:30 am**

Quote from: Aklyon on March 05, 2011, 02:10:01 pm
Quote from: Flaede on March 05, 2011, 02:01:10 pm
It wont die. It just hibernates. Like a frogman in the mud.

Yeah, part of me wants to go back to the simpler style I had when I kick started this adventure just so updates come out a little faster. At the current rate, by the time the Elves make it to the Mountainhomes, we'll have all died of old age.

In any case, I'm still updating this... Just not as frequently as I used to. When summer rolls around and my brothers stop picking up new games for me to play, then we'll probably see more frequent updates.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ottottott** on **March 06, 2011, 07:29:32 am**

Quote from: DarkerDark on March 06, 2011, 06:56:30 am
At the current rate, by the time the Elves make it to the Mountainhomes, we'll have all died of old age.
I'd say that at the current rate it would take only 5 more years. Not **that** much.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rexfelum** on **March 06, 2011, 11:39:13 am**

Quote from: DarkerDark on March 06, 2011, 06:56:30 am
Yeah, part of me wants to go back to the simpler style I had when I kick started this adventure just so updates come out a little faster.

Do whatever you need to do. You don't want to get annoyed by/sick of your own creation.

(And your readers don't want you to get annoyed by/sick of your own creation either!)

--Rexfelum

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Forumite** on **March 06, 2011, 05:45:22 pm**

Quote from: ottottott on March 06, 2011, 07:29:32 am
Quote from: DarkerDark on March 06, 2011, 06:56:30 am
At the current rate, by the time the Elves make it to the Mountainhomes, we'll have all died of old age.
I'd say that at the current rate it would take only 5 more years. Not **that** much.

Only if the elves keep dying one every other update. We can make the game faster by either moving faster, or killing off elves at a faster rate.

Ask yourself, what would Urist do?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rexfelum** on **March 06, 2011, 05:53:03 pm**

That is a terrible, terrible question to ask yourself. Never ask yourself that question.

--Rexfelum

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Urist McCheeseMaker** on **March 06, 2011, 06:00:23 pm**

Quote from: Rexfelum on March 06, 2011, 05:53:03 pm

That is a terrible, terrible question to ask yourself. Never ask yourself that question.

--Rexfelum

In dwarven Russia, Urist does things to YOU!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **QuakeIV** on **March 06, 2011, 06:45:41 pm**

Thats a scary thought right there.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ottottott** on **March 07, 2011, 12:32:05 am**

Quote from: Forumite on March 06, 2011, 05:45:22 pm

Quote from: ottottott on March 06, 2011, 07:29:32 am

Quote from: DarkerDark on March 06, 2011, 06:56:30 am

At the current rate, by the time the Elves make it to the Mountainhomes, we'll have all died of old age.

I'd say that at the current rate it would take only 5 more years. Not **that** much.

Only if the elves keep dying one every other update. We can make the game faster by either moving faster, or killing off elves at a faster rate.

Actually I thought that the rate is more like... We are half past through the swamp which is the 1st of three things we have to pass. So... $(1/3)*(1/2) = 1/6$ That's 6 years of which 1 we have passed. Because from the beginning of the paint adventure to this point is about 1 year.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **quip** on **March 07, 2011, 11:16:00 am**

Quote from: ottottott on March 07, 2011, 12:32:05 am

Quote from: Forumite on March 06, 2011, 05:45:22 pm

Quote from: ottottott on March 06, 2011, 07:29:32 am

Quote from: DarkerDark on March 06, 2011, 06:56:30 am

At the current rate, by the time the Elves make it to the Mountainhomes, we'll have all died of old age.

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Only if the elves keep dying one every other update. We can make the game faster by either moving faster, or killing off elves at a faster rate.

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We'll just have to ride the elephants then. That'll get us to the Dwarves without any trouble at all, *right?*

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ottottott** on **March 07, 2011, 12:06:10 pm**

Quote from: quip on March 07, 2011, 11:16:00 am

]We'll just have to ride the elephants then. That'll get us to the Dwarves without any trouble at all, *right?*

Interesting idea. Are the elephants tame? I second this when we get out of the swamps!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **SHAD0Wdump** on **March 07, 2011, 12:07:45 pm**

Quote from: ottottott on March 07, 2011, 12:06:10 pm

Quote from: quip on March 07, 2011, 11:16:00 am

]We'll just have to ride the elephants then. That'll get us to the Dwarves without any trouble at all, *right?*

Interesting idea. Are the elephants tame? I second this when we get out of the swamps!

Elephants are *never* tame!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Forumite** on **March 07, 2011, 12:30:27 pm**

Our awesome leader is down at the moment so there´s noone to go all Legolas on those elephants if they start killing elves.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **quip** on **March 07, 2011, 01:22:28 pm**

Quote from: SHAD0Wdump on March 07, 2011, 12:07:45 pm

Quote from: ottottott on March 07, 2011, 12:06:10 pm

Quote from: quip on March 07, 2011, 11:16:00 am

]We'll just have to ride the elephants then. That'll get us to the Dwarves without any trouble at all, *right?*

Interesting idea. Are the elephants tame? I second this when we get out of the swamps!

Elephants are *never* tame!

Thats fun of it!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Flaede** on **March 07, 2011, 01:34:05 pm**

Quote from: quip on March 07, 2011, 01:22:28 pm

Quote from: SHAD0Wdump on March 07, 2011, 12:07:45 pm

Quote from: ottottott on March 07, 2011, 12:06:10 pm

Quote from: quip on March 07, 2011, 11:16:00 am

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Elephants are *never* tame!

Thats fun of it!

I think they may have Harmed A Member Of Our Civ. And thus interesting hijinx would ensue if we tried taming them.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Urist McCheeseMaker** on **March 07, 2011, 01:38:44 pm**

Let's not ride the giant murderbeasts.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ottottott** on **March 07, 2011, 03:01:33 pm**

Let's get out of this swamp and if our leader decides to wake up, and not kill everyone because of them tying her to a post, try to tame and ride/use as a carrying animal only one of the animals. Because if the elephant has an "unfortunate accident" we must have 1 elephant left to offer to the dwarves. (We are all going to die as soon as we enter dwarf territory anyways but...) (I know I shouldn't plan ahead so much but I think the dwarves are going to... um... wow so many ways of torture.

A: Wait until they are the trade depot and then lock it and pour lava/water all over them.

B: Make them walk under a giant, long archway. When they are all inside it, the ceiling collapses, ballista arrows fire from sides and floodgates open up somewhere on the sides and pour them over with lava.

C: Capture them all in cages and use them as archery targets. Perhaps pets.

Just a few examples.)

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Forumite** on **March 07, 2011, 04:17:39 pm**

I look forward to the dwarven mountainhome, half the fun is seeing what kind of horrible greeting the dorfs have prepared for the caravan.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rexfelum** on **March 07, 2011, 05:04:33 pm**

Quote from: Flaede on March 07, 2011, 01:34:05 pm

I think they may have Harmed A Member Of Our Civ. And thus interesting hijinx would ensue if we tried taming them.

No, no, the only one that did is now dead.

Quote from: Forumite on March 07, 2011, 04:17:39 pm

I look forward to the dwarven mountainhome, half the fun is seeing what kind of horrible greeting the dorfs have prepared for the caravan.

Oh, I expect that the elves won't even *understand* the greeting. "So, yeah, we seem to be walking through a field of carnage and burnt remains where we thought there was a mountainhome. 'Copper Gates'? What gates?! I don't see any--WAAUGH I'VE FOUND THE ENTRY CHASM!!!"

--Rexfelum

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **quip** on **March 08, 2011, 11:22:04 am**

Quote from: Forumite on March 07, 2011, 04:17:39 pm

I look forward to the dwarven mountainhome, half the fun is seeing what kind of horrible greeting the dorfs have prepared for the caravan.

And the other half is watching Amala go crazy and kill evryone.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Blargityblarg** on **March 09, 2011, 10:14:20 pm**

I'mma bet that by the time the Elves actually get to the fortress, it'll just be a desolate lake of magma, devoid of dwarves and everything else, with a single sign:

IOU: One Floodgate

-Urist

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rumrusher** on **March 10, 2011, 06:13:02 pm**

Quote from: Flaede on March 07, 2011, 01:34:05 pm

Quote from: quip on March 07, 2011, 01:22:28 pm

Quote from: SHAD0Wdump on March 07, 2011, 12:07:45 pm

Quote from: ottottott on March 07, 2011, 12:06:10 pm

Quote from: quip on March 07, 2011, 11:16:00 am

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Elephants are *never* tame!

Thats fun of it!

I think they may have Harmed A Member Of Our Civ. And thus interesting hijinx would ensue if we tried taming them.

wait didn't one of those harmed and got killed the other was talk to the point of willing to go into the cage. The only murderbeast is that titan. Tame the elephant and give it a wig so Darkerdark's laptop won't wake up and go Nam' on us.

Also if we see a Salt mountain make sure to say clear away from it.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Alternatecash** on **March 11, 2011, 05:02:54 pm**

Come back, DarkerDark! No fair getting me addicted and skiving off!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **DarkerDark** on **March 11, 2011, 05:37:56 pm**

Quote from: Alternatecash on March 11, 2011, 05:02:54 pm

Come back, DarkerDark! No fair getting me addicted and skiving off!

Yeah, sorry 'bout that.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Urist McCheeseMaker** on **March 11, 2011, 07:14:47 pm**

I would like to see some more of your art too, Dark. That's the main reason I'm watching this thread, actually.. your style is, for lack of a better word, awesome. And hilarious.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **TolyK** on **March 12, 2011, 12:09:39 am**

Quote from: Urist McCheeseMaker on March 11, 2011, 07:14:47 pm

I would like to see some more of your art too, Dark. That's the main reason I'm watching this thread, actually.. your style is, for lack of a better word, awesome. And hilarious.

what he said.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Forumite** on **March 12, 2011, 09:31:35 am**

Quote from: TolyK on March 12, 2011, 12:09:39 am

Quote from: Urist McCheeseMaker on March 11, 2011, 07:14:47 pm

I would like to see some more of your art too, Dark. That's the main reason I'm watching this thread, actually.. your style is, for lack of a better word, awesome. And hilarious.

what he said.

what he said that he said.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Siquo** on **March 12, 2011, 09:40:53 am**

Stalking DD: for your convenience
http://www.bay12forums.com/smf/index.php?action=profile;area=showposts;u=11147

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ottottott** on **March 12, 2011, 09:45:22 am**

Quote from: Siquo on March 12, 2011, 09:40:53 am

Stalking DD: for your convenience
http://www.bay12forums.com/smf/index.php?action=profile;area=showposts;u=11147

Yeah, I'm constantly following that too. Trying to see any and all art posted.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **powpow** on **March 13, 2011, 09:47:16 pm**

crawling on the ground finnally got up to speed on the story lovin the pictures by the way
plus i vote for the elfe to celebrate by eating the corpses of the fallen elves and frogmen with the turtle crowned and congratulated for helping

EDIT: plus DD can i use one of the pics as profile pic??
edit: nvm i found a pic to use

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Knick** on **March 14, 2011, 07:49:45 am**

Quote

i vote for the elfe to celebrate by eating the corpses of the fallen elves and frogmen with the turtle crowned and congratulated for helping

I like this idea. Perhaps as well some brave elf can try to extract elephant milk, which then can be churned into elephant cheese and butter. Might go well with Frogman legs. Maybe the succulent smell will [a]rouse our unconscious leader.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ottottott** on **March 14, 2011, 09:18:34 am**

Quote from: Knick on March 14, 2011, 07:49:45 am

Quote

i vote for the elfe to celebrate by eating the corpses of the fallen elves and frogmen with the turtle crowned and congratulated for helping

I like this idea. Perhaps as well some brave elf can try to extract elephant milk, which then can be churned into elephant cheese and butter. Might go well with Frogman legs. Maybe the succulent smell will **[a]rouse** our unconscious leader.

How long has this joke been going on?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **peregarrett** on **March 14, 2011, 09:23:08 am**

Quote from: Knick on March 14, 2011, 07:49:45 am

I like this idea. Perhaps as well some brave elf can try to extract elephant milk, which then can be churned into elephant cheese and butter.

Check the elephant's gender first!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **quip** on **March 14, 2011, 11:23:52 am**

Quote from: peregarrett on March 14, 2011, 09:23:08 am

Quote from: Knick on March 14, 2011, 07:49:45 am

I like this idea. Perhaps as well some brave elf can try to extract elephant milk, which then can be churned into elephant cheese and butter.

Check the elephant's gender first!

Obviously, everyone knows only male elephants produce milk.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Aklyon** on **March 14, 2011, 01:31:18 pm**

Quote from: ottottott on March 14, 2011, 09:18:34 am

[Quote from: Knick on March 14, 2011, 07:49:45 am](#)

Quote

i vote for the elve to celebrate by eating the corpses of the fallen elves and frogmen with the turtle crowned and congratulated for helping

I like this idea. Perhaps as well some brave elf can try to extract elephant milk, which then can be churned into elephant cheese and butter. Might go well with Frogman legs. Maybe the succulent smell will **[a]rouse** our unconscious leader.

How long has this joke been going on?

Not long enough, obviously.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **powpow** on **March 15, 2011, 03:40:37 am**

comeon guys who dosen't wanna see elves partying like a bunch of frat boys binge eatting corpses and doing other wierd elvenly things that elves do under the influence

plus the partying could wake amala up,everyone stops and she just stares at them and then proceeds to chug down the blood and guts of the dead elephant.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Knick** on **March 15, 2011, 07:55:36 am**

Quote

Check the elephant's gender first!

That's no fun!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Taricus** on **March 15, 2011, 07:56:35 am**

[Quote from: Knick on March 15, 2011, 07:55:36 am](#)

Quote

Check the elephant's gender first!

That's no fun!

Or VERY fun...

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ottofar** on **March 15, 2011, 09:12:09 am**

[Quote from: ottottott on March 14, 2011, 09:18:34 am](#)

[Quote from: Knick on March 14, 2011, 07:49:45 am](#)

Quote

i vote for the elve to celebrate by eating the corpses of the fallen elves and frogmen with the turtle crowned and congratulated for helping

I like this idea. Perhaps as well some brave elf can try to extract elephant milk, which then can be churned into elephant cheese and butter. Might go well with Frogman legs. Maybe the succulent smell will **[a]rouse** our unconscious leader.

How long has this joke been going on?

It's Amanereli equivalent of '>Retrieve arms from X'

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Forumite** on **March 15, 2011, 07:05:36 pm**

[Quote from: Ottofar on March 15, 2011, 09:12:09 am](#)

[Quote from: ottottott on March 14, 2011, 09:18:34 am](#)

[Quote from: Knick on March 14, 2011, 07:49:45 am](#)

Quote

i vote for the elve to celebrate by eating the corpses of the fallen elves and frogmen with the turtle crowned and congratulated for helping

I like this idea. Perhaps as well some brave elf can try to extract elephant milk, which then can be churned into elephant cheese and butter. Might go well with Frogman legs. Maybe the succulent smell will **[a]rouse** our unconscious leader.

How long has this joke been going on?

It's Amanereli equivalent of '>Retrieve arms from X'

Hunh? What´s that from?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Furtuka** on **March 15, 2011, 07:06:40 pm**

[Quote from: Forumite on March 15, 2011, 07:05:36 pm](#)

[Quote from: Ottofar on March 15, 2011, 09:12:09 am](#)

[Quote from: ottottott on March 14, 2011, 09:18:34 am](#)

[Quote from: Knick on March 14, 2011, 07:49:45 am](#)

Quote

i vote for the elve to celebrate by eating the corpses of the fallen elves and frogmen with the turtle crowned and congratulated for helping

I like this idea. Perhaps as well some brave elf can try to extract elephant milk, which then can be churned into elephant cheese and butter. Might go well with Frogman legs. Maybe the succulent smell will **[a]rouse** our unconscious leader.

How long has this joke been going on?

It's Amanereli equivalent of '>Retrieve arms from X'

Hunh? What´s that from?

O_O BLASPHEMY

just kidding. It's from Mspaint adventures

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Acanthus117** on **March 15, 2011, 09:53:05 pm**

Why must my mistake haunt me forever and ever?!

Yes, I was the one who said arouse. D:

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **quip** on **March 16, 2011, 11:01:13 am**

[Quote from: Acanthus117 on March 15, 2011, 09:53:05 pm](#)

Why must my mistake haunt me forever and ever?!

Yes, I was the one who said arouse. D:

We have to arouse your attention to it every once in a while...

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Acanthus117** on **March 16, 2011, 06:02:06 pm**

RAEG

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Urist McCheeseMaker** on **March 16, 2011, 07:34:17 pm**

Quote from: quip on March 16, 2011, 11:01:13 am

Quote from: Acanthus117 on March 15, 2011, 09:53:05 pm

Why must my mistake haunt me forever and ever?!

Yes, I was the one who said arouse. D:

We have to arouse you're attention to it every once in a while...

I think you accidently a grammer.

(Grammer.. is that a practitioner of grammar?)

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **quip** on **March 17, 2011, 11:02:58 am**

Quote from: Urist McCheeseMaker on March 16, 2011, 07:34:17 pm

Quote from: quip on March 16, 2011, 11:01:13 am

Quote from: Acanthus117 on March 15, 2011, 09:53:05 pm

Why must my mistake haunt me forever and ever?!

Yes, I was the one who said arouse. D:

We have to arouse **your** attention to it every once in a while...

I think you accidently a grammer.

(Grammer.. is that a practitioner of grammar?)

... I do n't se' an' pr'bl'm wi'h th' gr'am'er.

Eat '!

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Puzzlemaker** on **March 24, 2011, 11:54:48 am**

By the powers that be, this thread shall update!

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **quip** on **March 24, 2011, 12:28:56 pm**

If only it worked like that... :(

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Aklyon** on **March 24, 2011, 01:27:10 pm**

Do we need to (a)rouse the thread?

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **quip** on **March 24, 2011, 02:33:12 pm**

Quote from: Aklyon on March 24, 2011, 01:27:10 pm

Do we need to (a)rouse the thread?

T'would seem so... But what unlucky elf shall attempt it?

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **TolyK** on **March 24, 2011, 02:38:20 pm**

points at randomelf #23

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Urist McCheeseMaker** on **March 24, 2011, 04:22:41 pm**

dances

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Alternategash** on **March 24, 2011, 09:05:12 pm**

It seems it falls upon my unlucky head to (a)rouse our Glorious Leader.
...
BLOODY WAKE UP!!!
...
please don't kill me

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Acanthus117** on **March 24, 2011, 09:15:35 pm**

/me raeges whilst he is mocked for using the wrong word.

/me is joking, and finds it amusing. Carry on.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **quip** on **March 25, 2011, 11:17:38 am**

Quote from: Acanthus117 on March 24, 2011, 09:15:35 pm
/me raeges whilst he is mocked for using the wrong word.
/me is joking, and finds it amusing. Carry on.
Like we'd stop if you *were* mad. :P

Title: Re: Elves of Amanereli - Paint adventure
Post by: NW_Kohaku on March 26, 2011, 08:42:04 pm

Well, I read through the updates (not every single post, there's way too much... random stuff for that), and also have to wonder why I didn't start reading it before.

I know that "voting" has already taken place for what happens next, but...

Umm, not only was there no portrayal of where the blowdarts went, but there was no portrayal of the status of Amala, either. There weren't any stray arrows, were there? There isn't ANOTHER reason for Amala to up the kill count, right? (Or would an arrow in the arm (a)rouse her and her anger?)

I guess if we can still vote, I'd say form a system of everyone checking both people next to them for blowdart wounds, and checking the river for unconscious elves floating downstream, and making sure anyone who was tagged by blowdarts gets pulled in and keeps their heads above water. Then untie Amala and make sure she's no further harmed than she already was, and keep her in the middle of the pack, as well. (That rope looks like it would strangle her whenever the raft rocked forward.)

I'd also second the notion of "taming" one of those elephants and having it carry things in exchange for not being in a cage, not being traded to the dwarves, and probably not dying horribly somewhere down the road. Real-life elephants can swim, and would be useful in getting out of the swamp.

Of course, I don't think the dwarves will necessarily be all that horrified to see elves - I mean, we've got a friggin' TITAN with us for trade. I'm happy with an elf caravan that brings along a leopard, and would be extatic with an elephant for trade. A Titan, and I'd let them have whatever vendor trash they wanted. (Actually, I tend to just use elves as a way to get rid of vendor trash rather than kill them most of the time.) Hell, I'd even sell them a steel weapon for another addition to my megabeast zoo.

(And as a total sidenote, Amala's pretty cute when she's not in a bloodlust killing everything... but I'm not saying that out loud in-game for fear of getting killed.)

Title: Re: Elves of Amanereli - Paint adventure
Post by: Rexfelum on March 26, 2011, 08:52:51 pm

Quote from: NW_Kohaku on March 26, 2011, 08:42:04 pm
Well, I read through the updates (not every single post, there's way too much... random stuff for that)

If you skipped a lot of the banter, did you at least see the page where the torch is distinguished
(<http://www.bay12forums.com/smf/index.php?topic=55601.480>)? (Scroll down. And the quote being mocked is on the previous page.)

--Rexfelum

Title: Re: Elves of Amanereli - Paint adventure
Post by: ottottott on March 27, 2011, 12:20:51 am

I wonder if DarkerDark is still drawing this. He does visit the forums but hasn't posted lately. (I stalk his profile page...)

Title: Re: Elves of Amanereli - Paint adventure
Post by: quip on March 27, 2011, 02:05:20 am

Quote from: ottottott on March 27, 2011, 12:20:51 am
I wonder if DarkerDark is still drawing this. He does visit the forums but hasn't posted lately. (I stalk his profile page...)

Do not we all?

Quote from: NW_Kohaku on March 26, 2011, 08:42:04 pm
Or would an arrow in the arm (a)rouse her and her anger?

It's official, Amala likes arrows in *another* way as well as for shooting. ;D

Title: Re: Elves of Amanereli - Paint adventure
Post by: Acanthus117 on March 27, 2011, 05:03:42 am

quip, screw you.

I have the most terrifying mental images scaled into my skull now.

Thanks a lot. :|

Title: Re: Elves of Amanereli - Paint adventure
Post by: rarborman on March 27, 2011, 05:11:16 am

sits there thinking on how arrows could possibly be used "that way"
nope, just cant see it...acanthus117 you must have a very inventive imagination...

or something. /shrug

Title: Re: Elves of Amanereli - Paint adventure
Post by: powpow on March 27, 2011, 05:17:26 am

maybe he means as in she gets off being in pain *shrugs* i dont know

Title: Re: Elves of Amanereli - Paint adventure
Post by: TolyK on March 27, 2011, 05:58:35 am

erm i only know one person with such a disturbed mind.

...
the egg needs mental help! :P

...
oh god I'm gonna kill you...

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **quip** on **March 27, 2011, 07:26:29 am**

:P
It had to be said.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ottottott** on **March 27, 2011, 08:00:02 am**

Quote from: Acanthus117 on March 27, 2011, 05:03:42 am
quip, ~~screw~~ thank you.

I have the most ~~terrifying~~ awesome mental images scaled into my skull now.

Thanks a lot. ⇧ =)

Adjusted to my liking!

BTW, does anyone know if DD has any pages where he shows his art, other than B12forums?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Stone Wera** on **March 27, 2011, 06:12:17 pm**

Quote from: ottottott on March 27, 2011, 08:00:02 am
Quote from: Acanthus117 on March 27, 2011, 05:03:42 am
quip, ~~screw~~ thank you.

I have the most ~~terrifying~~ awesome mental images scaled into my skull now.

Thanks a lot. ⇧ =)
Adjusted to my liking!

BTW, does anyone know if DD has any pages where he shows his art, other than B12forums?

He drew a few FBs in my thread. I should post them, a lot of people must be suffering from DarkerDark withdrawal.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **quip** on **March 28, 2011, 10:13:36 am**

Quote from: Stone Wera on March 27, 2011, 06:12:17 pm
Quote from: ottottott on March 27, 2011, 08:00:02 am
Quote from: Acanthus117 on March 27, 2011, 05:03:42 am
quip, ~~screw~~ thank you.

I have the most ~~terrifying~~ awesome mental images scaled into my skull now.

Thanks a lot. ⇧ =)
Adjusted to my liking!

BTW, does anyone know if DD has any pages where he shows his art, other than B12forums?

He drew a few FBs in my thread. I should post them, a lot of people must be suffering from DarkerDark withdrawal.
Yes we are. :'(

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **NW_Kohaku** on **March 28, 2011, 12:04:47 pm**

Oh, and something else I forgot to mention:

Froglegs for dinner tonight!

Also, for what to do with the turtle - if the Frogmen come around demanding a new angry god, I saw we give them the turtle as their god (or at least, as the wise representative of a god, as demonstrated by its ability to perform intelligent tasks). It's not like the turtle is going to be a massive help in the future, except as a distraction or as a hat, and it would be pretty hilarious to make the turtle a frog god.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Stone Wera** on **March 28, 2011, 06:56:16 pm**

Bringing to you your daily dose of DarkerDark.

Spoiler (click to show/hide)



[Spoiler](#) (click to show/hide)



[Spoiler](#) (click to show/hide)



Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ultimuh** on **March 28, 2011, 08:06:05 pm**

If Toady would ever need someone for artwork, DarkerDark should be that person.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **QuakeIV** on **March 28, 2011, 09:00:55 pm**

Yeah, once the caravan reaches the dwarves, we're in for some crazy shit.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Urist McCheeseMaker** on **March 29, 2011, 02:37:39 am**

But if that's our daily dose, then where will you get stuff for tomorrow? I think you just summed up all of Dark's art that's not in this thread.

Title: **Re: Elves of Amanereli - Paint adventure????**
Post by: **Stone Wera** on **March 29, 2011, 02:56:37 am**

Quote from: Urist McCheeseMaker on March 29, 2011, 02:37:39 am
But if that's our daily dose, then where will you get stuff for tomorrow? I think you just summed up all of Dark's art that's not in this thread.

Aw, damn. Well he's got a photobucket account, you could check there.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **iyaerP** on **April 02, 2011, 07:38:52 pm**

That middle picture, with the "cat that saved the fort by distracting the FB till the military got there" made me laugh. A lot. SOOOOO dwarfy.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **powpow** on **April 12, 2011, 03:12:39 am**

MOAH PICTURES PLZ :P

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **TolyK** on **April 12, 2011, 03:48:40 am**

Quote from: powpow on April 12, 2011, 03:12:39 am
MOAH PICTURES PLZ :P

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **quip** on **April 12, 2011, 04:00:44 am**

Quote from: TolyK on April 12, 2011, 03:48:40 am
Quote from: powpow on April 12, 2011, 03:12:39 am
MOAH PICTURES PLZ :P

Maybe if we quote it enough it'll happen!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ahra** on **April 12, 2011, 06:59:59 am**

Quote from: quip on April 12, 2011, 04:00:44 am
Quote from: TolyK on April 12, 2011, 03:48:40 am
Quote from: powpow on April 12, 2011, 03:12:39 am
MOAH PICTURES PLZ :P
Maybe if we quote it enough it'll happen!

yay pyramid

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Stone Wera** on **April 12, 2011, 08:07:20 pm**

Quote from: quip on April 12, 2011, 04:00:44 am

Quote from: TolyK on April 12, 2011, 03:48:40 am

Quote from: powpow on April 12, 2011, 03:12:39 am

MOAH PICTURES PLZ :P

Maybe if we quote it enough it'll happen!

Or Toady will come again.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ultimuh** on **April 12, 2011, 09:05:11 pm**

And we do not want that.

FALCOOOOON-
breaks pyramid
-PUUUUUUNCH!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Aklyon** on **April 12, 2011, 10:29:33 pm**

Quote from: Ultimuh on April 12, 2011, 09:05:11 pm

FALCOOOOON-
breaks pyramid
-PUUUUUUNCH!

Spoiler (click to show/hide)

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **melkor** on **April 18, 2011, 08:57:46 am**

you know ever since Amala feel into that coma i have been meaning to say this

SHE IS HOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOT

also did her chest grow a bit?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Guardian G.I.** on **April 18, 2011, 09:16:30 am**

If you miss DarkerDark's artwork, you should check out his gallery on DeviantArt. (<http://darkcloak.deviantart.com/>)

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Acanthus117** on **April 18, 2011, 09:20:55 am**

Quote from: Guardian G.I. on April 18, 2011, 09:16:30 am

If you miss DarkerDark's artwork, you should check out his gallery on DeviantArt. (<http://darkcloak.deviantart.com/>)

Vielen Danke, Herr G.I.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Aklyon** on **April 18, 2011, 09:22:34 am**

Quote from: Guardian G.I. on April 18, 2011, 09:16:30 am

If you miss DarkerDark's artwork, you should check out his gallery on DeviantArt. (<http://darkcloak.deviantart.com/>)

An elerium-powered tablet. Awesome.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Detonate** on **April 18, 2011, 02:54:22 pm**

I just got done reading this. Definitely the most amazing thing I've read in a few weeks, awesome.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **NW_Kohaku** on **April 22, 2011, 06:33:08 pm**

Quote from: melkor on April 18, 2011, 08:57:46 am

you know ever since Amala feel into that coma i have been meaning to say this

SHE IS HOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOT

also did her chest grow a bit?

I can't wait for this to be interpreted in-game as someone coming up to Amala, and telling her "has anyone ever told you that you look really good unconscious, tied up, and totally unable to defend yourself from outside advances" *wink* before being fed to the titan.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Acanthus117** on **April 23, 2011, 04:07:45 am**

That... says a lot about Melkor, doesn't it?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Urist McCheeseMaker** on **April 23, 2011, 04:29:04 am**

She's tied to a post, so her back is probably as straight as it gets. So her chest is sticking out more than usual. I think..

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rumrusher** on **April 23, 2011, 07:58:51 am**

[Quote from: Urist McCheeseMaker on April 23, 2011, 04:29:04 am](#)
She's tied to a post, so her back is probably as straight as it gets. So her chest is sticking out more than usual. I think..
She tied to a post with a thread on a board with members commenting until she Replies back to them.
so do we need to invade her dreams to cure her coma?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **quip** on **April 23, 2011, 08:13:05 am**

[Quote from: melkor on April 18, 2011, 08:57:46 am](#)
SHE IS HOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOT
I think we're going to lose another elf when DarkerDark comes back...

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Armok** on **April 23, 2011, 04:46:56 pm**

Recent comments made me lol :D

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **elitetaco3519** on **April 23, 2011, 04:48:39 pm**

[Quote from: quip on April 23, 2011, 08:13:05 am](#)
[Quote from: melkor on April 18, 2011, 08:57:46 am](#)
SHE IS HOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOT
I think we're going to lose another elf when DarkerDark comes back...
or if O_0

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Johnfalcon99977** on **April 23, 2011, 05:30:00 pm**

Still hoping Amala gets amnesia.

For more reasons then o- *hit*.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Karnewarrior** on **April 23, 2011, 05:40:33 pm**

[Quote from: quip on April 23, 2011, 08:13:05 am](#)
[Quote from: melkor on April 18, 2011, 08:57:46 am](#)
SHE IS HOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOT
I think we're going to lose another couple elfs when DarkerDark comes back...

Although I liked the princess more. Ah, well, when life gives you a bow-slinging, elephant-bashing, titan-killing, frog-salting, swamp-diving, unconscious Warrior Elf, you make...

Elf soup.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **quip** on **April 24, 2011, 01:47:59 am**

[Quote from: Karnewarrior on April 23, 2011, 05:40:33 pm](#)
[Quote from: quip on April 23, 2011, 08:13:05 am](#)
[Quote from: melkor on April 18, 2011, 08:57:46 am](#)
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Although I liked the princess more. Ah, well, when life gives you a bow-slinging, elephant-bashing, titan-killing, frog-salting, swamp-diving, unconscious Warrior Elf, you make...
Elf soup.
Mmmmmmmmmm, elf soup...

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **melkor** on **April 24, 2011, 02:51:40 pm**

[Quote from: NW Kohaku on April 22, 2011, 06:33:08 pm](#)
[Quote from: melkor on April 18, 2011, 08:57:46 am](#)
you know ever since Amala feel into that coma i have been meaning to say this
SHE IS HOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOT

someone coming up to Amala, and telling her "has anyone ever told you that you look really good unconscious, tied up, and totally unable to defend yourself from outside advances" *wink* before being fed to the titan.

no no no its

someone coming up to Amala, and telling her "has anyone ever told you that you look really good unconscious, tied up, and totally unable to defend yourself from outside advances" because then you look more like some hopping little girl that doesn't kill everybody that tick's you of *wink* before being fed to the titan.

the wink is important! dont forget the wink!!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **MantisMan** on **May 04, 2011, 03:47:03 pm**

I imagined it more like the elf is only willing to say things like that *because* she's tied up and can't immediately murderize him and give the titan indigestion from his almost-corpse.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **crackesians** on **May 15, 2011, 01:23:07 pm**

BUMP~!!!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **powpow** on **May 16, 2011, 06:53:31 am**

mayb his waiting for more plot suggesttens on our part??/?/????????? i dont know

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **quip** on **May 16, 2011, 10:10:14 am**

We've already suggested Amala is attractive, what else should we suggest, that some lucky elf should take stock of the elephants genders and see if we can start breeding them while we go to the Dwarfish Fortress?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ottottott** on **May 16, 2011, 11:39:47 am**

I'd hate to disappoint you, but it's been like... 3 months. And absolutely no sign of DarkerDark. I'm afraid he's gone from this forum. If anyone knows the location of this person on the internet, or in real life I guess, please notify us!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Criptfeind** on **May 16, 2011, 11:42:28 am**

He posted less then a hour ago.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **TolyK** on **May 16, 2011, 12:41:21 pm**

I think he's trying to take a break :-\

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **QuakeIV** on **May 16, 2011, 01:17:54 pm**

"Hey guys, im taking a break, ill let you know when im back"

"Oh, good, we can finally do something else"

Evidently nothing so nice.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **crackesians** on **May 16, 2011, 07:12:25 pm**

i miss elven of anamareli so much.....

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **DarkerDark** on **May 17, 2011, 06:43:22 am**

Quote from: ottottott on May 16, 2011, 11:39:47 am

I'd hate to disappoint you, but it's been like... 3 months. And absolutely no sign of DarkerDark. I'm afraid he's gone from this forum. If anyone knows the location of this person on the internet, or in real life I guess, please notify us!

Shortly after my last post in the Forgotten Beast Art thread, my drawing tablet phased out of existence. Either I was using the wrong type of Elerium crystals to keep the thing powered, or the time continuum finally caught up and rendered my tablet useless, since it cannot exist in two points of time at once.

Joking aside, my tablet is dead. I know I have a two year manufacturer warranty on the thing, but I've thrown out the original packaging and lost the receipt. My hours of work (the graveyard shift) have also prevented me from calling into the company and asking what it is I need to get the thing replaced. If I can't get the thing fixed, then I'll probably have to purchase a new one.

Anyways, that's why I haven't been taking part in the other drawing threads. Rest assured that I have not left the forums, I'm just more of a lurker than a regular poster. And regardless of what happens, I plan on having a working tablet in the next couple of months.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rumrusher** on **May 17, 2011, 07:59:52 am**

you have a mouse or a track pad you could draw on that until you get a new tablet.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ottottott** on **May 17, 2011, 08:23:24 am**

Well I'm really glad to see you're not gone. I'm not going to complain about you not telling, that your tablet was broken. (I checked my fact this time. You didn't say anything.) Though now, unfortunately, I did complain. Aren't there any other ways for you to draw? Or are you only good with a tablet?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Armok** on **May 17, 2011, 08:43:43 am**

Ok then, just keep us up to speed and please don't take TO long.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rolan7** on **May 17, 2011, 09:11:02 am**

Sorry to hear your tablet's borked):
A friend of mine lost his tablet's pen for a while and he was kinda crazy for a few days until he found it. I can understand, when my work laptop has trouble I'm the same way!

Best of luck with the warranty, maybe they can look up the serial number and see it's still covered. I did that with my laptop once, didn't need the receipt.
goes back to lurking

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Aklyon** on **May 17, 2011, 01:44:20 pm**

Quote from: Rumrusher on May 17, 2011, 07:59:52 am
you have a mouse or a track pad you could draw on that until you get a new tablet.

The entire point of a tablet is so you DON'T need to figure out how to draw well with a mouse, or attempt to try with a trackpad.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **MantisMan** on **May 17, 2011, 11:35:54 pm**

Thanks for letting us know the situation.
Hopefully, this will lessen the clamouring for you to draw something. Try calling in with the serial number on one of your days off, if you have one. The worst that can happen is that they tell you no, right?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **GlyphGryph** on **May 17, 2011, 11:43:57 pm**

Maybe one of you should put your money where your mouth is and buy the gut a new pad. ;)

Seriously though, good to see your still around.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **DarkerDark** on **May 18, 2011, 01:11:39 am**

Quote from: Rumrusher on May 17, 2011, 07:59:52 am
you have a mouse or a track pad you could draw on that until you get a new tablet.

LOL! Alright, here you go!



I actually have a lot of experience drawing with the mouse, it just takes forever, and I can't do any cool poses or stuff that requires the free-handed sketchwork. It makes things frustrating. As for the track pad... Good god, no.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **rarborman** on **May 18, 2011, 01:15:10 am**

I hate to ask but what program are you using?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Acanthus117** on **May 18, 2011, 01:22:35 am**

I'm quite glad you haven't abandoned this, DD.

:D

If I could, I would sell my soul and buy you a =*adamantine tablet*=

But alas, my soul isn't worth much >_>

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Urist McCheeseMaker** on **May 18, 2011, 06:52:05 am**

What kind of tablet are you used to? It may sound silly, but a lot of people seem to be addicted to your artstuff. If even five of them chipped in ten bucks, you could buy yourself a new Wacom Bamboo. Tiny but efficient, in my own experience.

Of course, this kind of plan won't work if you're used to a Cintiq.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ottottott** on **May 18, 2011, 08:05:36 am**

I probably missed it from somewhere, but if I didn't... I don't think I've seen that tablet picture. You didn't draw it lately so...

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **quip** on **May 18, 2011, 09:59:30 am**

That trackball picture...

Why do I find it so hilarious?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rexfelum** on **May 18, 2011, 11:57:33 am**

Heh, I love the graphical comparison. And I gotta say, the skill of the artist shows through despite the medium. You may not be able to do what you want on a trackpad, but how many people can draw something that coherent in the first place? It's obviously recognizable as an elf, and not a "hideous abomination." (Dwarf-Fortress-related anti-elf jokes aside.)

--Rexfelum

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Armok** on **May 18, 2011, 01:07:29 pm**

<3 darkerdark.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ottottott** on **May 18, 2011, 01:50:27 pm**

Quote from: Rexfelum on May 18, 2011, 11:57:33 am

Heh, I love the graphical comparison. And I gotta say, the skill of the artist shows through despite the medium. You may not be able to do what you want on a trackpad, but how many people can draw something that coherent in the first place? It's obviously recognizable as an elf, and not a "hideous abomination." (Dwarf-Fortress-related anti-elf jokes aside.)

This!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **QuakeIV** on **May 18, 2011, 02:06:48 pm**

Did you try color pencils?

I was thinking theoretically it would be fairly similar to a tablet.

Not trying to force you to go to the trouble of obtaining the supplies and getting it online or anything, just a suggestion.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **eerr** on **May 18, 2011, 03:16:33 pm**

Do a one-shot of kobolds with the trackball.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Julien Brightside** on **May 18, 2011, 04:45:55 pm**

I laughed at that elf. It looks mentally ill.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **DarkerDark** on **May 18, 2011, 06:06:34 pm**

Quote from: rarborman on May 18, 2011, 01:15:10 am

I hate to ask but what program are you using?

Paint tool SAI, unless you're asking about the stuff I drew with the mouse and trackball, that was using the more mouse-friendly Microsoft Paint. It's all arranged and re-sized afterwards in Adobe Photoshop 6.

Quote from: Urist McCheeseMaker on May 18, 2011, 06:52:05 am

What kind of tablet are you used to? It may sound silly, but a lot of people seem to be addicted to your artstuff. If even five of them chipped in ten bucks, you could buy yourself a new Wacom Bamboo. Tiny but efficient, in my own experience.

Of course, this kind of plan won't work if you're used to a Cintiq.

The Wacom Intuos4 is the one I was using. It was a Christmas gift from my brother, which is why I have no idea where the receipt is. I wouldn't be comfortable with people donating money anyways. I have enough money to purchase a new one, I just want to see if I can get the old one repaired first.

Quote from: QuakeIV on May 18, 2011, 02:06:48 pm

Did you try color pencils?

I was thinking theoretically it would be fairly similar to a tablet.

Not trying to force you to go to the trouble of obtaining the supplies and getting it online or anything, just a suggestion.

Yeah, I like working with pencils, but I'd need a working scanner.

Quote from: eerr on May 18, 2011, 03:16:33 pm

Do a one-shot of kobolds with the trackball.

LOL! No! I had to wrestle with the trackpad in order to get it to draw something that didn't resemble a jumbled mess. Believe it or not, but that trackball drawing took more time than the other two combined!

Quote from: ottottott on May 18, 2011, 08:05:36 am

I probably missed it from somewhere, but if I didn't... I don't think I've seen that tablet picture. You didn't draw it lately so...

Yeah, it was done long ago. I have many pictures that didn't make the cut. What happens is that I start drawing almost as soon as the first suggestions are up. And as the suggestions shift into new directions, some pictures get dropped. Most of them end up as sketches, so not a lot of drawing time is wasted, but others, like that one I used in the drawing comparison end up in a state of "almost finished".

My doodle directory is filled with half finished drawings that will probably never see the light of day.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **rarborman** on **May 18, 2011, 07:52:40 pm**

Thats tells me why you cant use your mouse...Microsoft Paint is only good for some things...

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Urist McCheeseMaker** on **May 19, 2011, 06:56:53 am**

Quote from: rarborman on May 18, 2011, 07:52:40 pm
Thats tells me why you cant use your mouse...Microsoft Paint is only good for some things...
Don't diss the Paint 8)

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **GlyphGryph** on **May 19, 2011, 07:11:24 am**

Quote
My doodle directory is filled with half finished drawings that will probably never see the light of day.

This sounds like an amazing opportunity to drip feed your rabid fandom while they wait for the return of the awesomeness. :P
Let us see random didn't-make-the-cut artwork!

Quote
I wouldn't be comfortable with people donating money anyways.

I can understand that.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ottottott** on **May 19, 2011, 07:33:04 am**

Quote from: DarkerDark on May 18, 2011, 06:06:34 pm
Yeah, I like working with pencils, but I'd need a working scanner.

So your scanner is broken too? You must really be doing something wrong. =b

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Armok** on **May 19, 2011, 09:11:15 am**

Quote from: DarkerDark on May 18, 2011, 06:06:34 pm
Yeah, it was done long ago. I have many pictures that didn't make the cut. What happens is that I start drawing almost as soon as the first suggestions are up. And as the suggestions shift into new directions, some pictures get dropped. Most of them end up as sketches, so not a lot of drawing time is wasted, but others, like that one I used in the drawing comparison end up in a state of "almost finished".
My doodle directory is filled with half finished drawings that will probably never see the light of day.

IDEA! While we wait for you to get your tablet fixed you could make a hilarious noncanon intermission adventure using old sketches and reused images switched around and taken out of context!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **TolyK** on **May 19, 2011, 09:12:23 am**

Quote from: Armok on May 19, 2011, 09:11:15 am
Quote from: DarkerDark on May 18, 2011, 06:06:34 pm
Yeah, it was done long ago. I have many pictures that didn't make the cut. What happens is that I start drawing almost as soon as the first suggestions are up. And as the suggestions shift into new directions, some pictures get dropped. Most of them end up as sketches, so not a lot of drawing time is wasted, but others, like that one I used in the drawing comparison end up in a state of "almost finished".
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IDEA! While we wait for you to get your tablet fixed you could make a hilarious noncanon intermission adventure using old sketches and reused images switched around and taken out of context!

I support.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rumrusher** on **May 19, 2011, 09:26:25 am**

So not only amala's bow broken Darkerdark can't even use amala's turtle hat to scan art in?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ottottott** on **May 19, 2011, 01:00:11 pm**

Maybe try a camera? It's actually a rather great quality if shot right. With a good camera that is... But heck, if you want to rest from this for a while and have a good excuse of a broken tablet, then go for it. Things can get really boring if you keep at them for long.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rexfelum** on **May 19, 2011, 01:42:36 pm**

Quote from: TolyK on May 19, 2011, 09:12:23 am
Quote from: Armok on May 19, 2011, 09:11:15 am
Quote from: DarkerDark on May 18, 2011, 06:06:34 pm
My doodle directory is filled with half finished drawings that will probably never see the light of day.
IDEA! While we wait for you to get your tablet fixed you could make a hilarious noncanon intermission adventure using old sketches and reused images switched around and taken out of context!
I support.

Heh. Heh heh. If DarkerDark so much as posted those images, I'm sure the *rest* of the community would make "a hilarious noncanon intermission adventure." Don't doubt that.

--Rexfelum

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Aklyon** on **May 19, 2011, 01:48:44 pm**

Quote from: TolyK on May 19, 2011, 09:12:23 am
Quote from: Armok on May 19, 2011, 09:11:15 am
Quote from: DarkerDark on May 18, 2011, 06:06:34 pm
Yeah, it was done long ago. I have many pictures that didn't make the cut. What happens is that I start drawing almost as soon as the first suggestions are up. And as the suggestions shift into new directions, some pictures get dropped. Most of them end up as sketches, so not a lot of drawing time is wasted, but others, like that one I used in the drawing comparison end up in a state of "almost finished".
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IDEA! While we wait for you to get your tablet fixed you could make a hilarious noncanon intermission adventure using old sketches and reused images switched around and taken out of context!

I support.

Extra support added.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **ottottott** on **May 19, 2011, 02:32:16 pm**

Quote from: Rexfelum on May 19, 2011, 01:42:36 pm

Quote from: Aklyon on May 19, 2011, 01:48:44 pm

Quote from: TolyK on May 19, 2011, 09:12:23 am

Quote from: Armok on May 19, 2011, 09:11:15 am

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IDEA! While we wait for you to get your tablet fixed you could make a hilarious noncanon intermission adventure using old sketches and reused images switched around and taken out of context!

I support.

Extra support added.

Heh. Heh heh. If DarkerDark so much as posted those images, I'm sure the *rest* of the community would make "a hilarious noncanon intermission adventure." Don't doubt that.

Why don't we just use the pictures we already have? I'd love to see some silly gifs made by slightly rotating the picture back and forth. Just as an example...

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Alternatcash** on **May 19, 2011, 11:49:23 pm**

Ohthankgod DarkerDark is back. A small portion of my faith in humanity has been restored.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **acehawk** on **May 22, 2011, 06:55:58 pm**

Read through a decent portion of the thread and all of the story and AMAZING!

Here is the abbreviated warranty for your tablet:
Intuos4 Tablet Warranty

Wacom warrants the product, to the original consumer purchaser, except for the Software and consumable items such as the pen nibs, to be free from defects in materials and workmanship under normal use and service for a period of two (2) years, from the date of original retail purchase, as evidenced by a copy of the receipt and registration with Wacom by mail or online within 30 days of purchase.

It sounds like you would both need the receipt AND to have registered your tablet on their website within 30 days of the purchase unfortunately, but you should still definitely give it a go.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **DarkerDark** on **May 24, 2011, 01:59:24 am**

Quote from: acehawk on May 22, 2011, 06:55:58 pm

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It sounds like you would both need the receipt AND to have registered your tablet on their website within 30 days of the purchase unfortunately, but you should still definitely give it a go.

I have made progress.

I've managed to secure a copy of the receipt through onHop.ca as well as talk to a Wacom customer service person! I received an email from Wacom yesterday stating that I can send my Intuos4 Drawing Tablet back to their firm in Vancouver for service. There was a bit of text in there saying I need to return it in the original box, which I don't have... But I'm hoping that's all just Legal junk to protect them from people claiming the tablet was damaged in the mail or something.... Since the guy I talked to didn't mention anything about it... I'm just going to hope they overlook it... Yeah.

Anyways, I'm definitely giving it a go. Sometime this week, hopefully.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Acanthus117** on **May 24, 2011, 02:36:12 am**

May all the luck be yours.

All of it.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Siquo** on **May 24, 2011, 03:13:17 am**

We have already started a praying circle to the God of Tablets.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **ottottott** on **May 24, 2011, 08:39:02 am**

Quote from: Siquo on May 24, 2011, 03:13:17 am

We have already started a praying circle to the God of Tablets.

Joins the praying circle.

~~I wonder if they would care anything about the amount of fans you have?~~
I have to stop offering dumb suggestions.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Aklyon** on **May 24, 2011, 01:36:18 pm**

[Quote from: Siquo on May 24, 2011, 03:13:17 am](#)
We have already started a praying circle to the God of Tablets.
I hope he's not related to the God of Tetris.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Siquo on May 25, 2011, 12:32:51 pm**

Nah, he started out with stone tablets.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Hubris Incalculable on May 25, 2011, 01:21:31 pm**

[Quote from: Siquo on May 25, 2011, 12:32:51 pm](#)
Nah, he started out with stone tablets.

I heard he got his start in clay, actually.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Urist McCheeseMaker on May 26, 2011, 11:16:01 am**

[Quote from: Aklyon on May 24, 2011, 01:36:18 pm](#)
[Quote from: Siquo on May 24, 2011, 03:13:17 am](#)
We have already started a praying circle to the God of Tablets.
I hope he's not related to the God of Tetris.

OH GODS DAMN IT YOU GOT THE TETRIS SONG STUCK IN MY HEAD

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **quip on May 26, 2011, 12:13:22 pm**

[Quote from: Urist McCheeseMaker on May 26, 2011, 11:16:01 am](#)
[Quote from: Aklyon on May 24, 2011, 01:36:18 pm](#)
[Quote from: Siquo on May 24, 2011, 03:13:17 am](#)
We have already started a praying circle to the God of Tablets.
I hope he's not related to the God of Tetris.
OH GODS DAMN IT YOU GOT THE TETRIS SONG STUCK IN MY HEAD

What song? (<http://www.youtube.com/watch?v=NmCCQxVBfyM>)

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Japa on May 26, 2011, 12:20:15 pm**

[Quote from: quip on May 26, 2011, 12:13:22 pm](#)
[Quote from: Urist McCheeseMaker on May 26, 2011, 11:16:01 am](#)
[Quote from: Aklyon on May 24, 2011, 01:36:18 pm](#)
[Quote from: Siquo on May 24, 2011, 03:13:17 am](#)
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OH GODS DAMN IT YOU GOT THE TETRIS SONG STUCK IN MY HEAD
What song? (<http://www.youtube.com/watch?v=NmCCQxVBfyM>)

This song. (<http://youtu.be/NzqnIzyaveo>)

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Aklyon on May 26, 2011, 01:35:50 pm**

[Quote from: Japa on May 26, 2011, 12:20:15 pm](#)
[Quote from: quip on May 26, 2011, 12:13:22 pm](#)
[Quote from: Urist McCheeseMaker on May 26, 2011, 11:16:01 am](#)
[Quote from: Aklyon on May 24, 2011, 01:36:18 pm](#)
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I hope he's not related to the God of Tetris.
OH GODS DAMN IT YOU GOT THE TETRIS SONG STUCK IN MY HEAD
What song? (<http://www.youtube.com/watch?v=NmCCQxVBfyM>)
This song. (<http://youtu.be/NzqnIzyaveo>)

Its not playing in the video of him, though. (<http://www.collegehumor.com/video/5767906/the-tetris-god>)

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Jerick on May 26, 2011, 02:12:48 pm**

I'll take your god of tetris and raise you the complete history of the soviet union according to a humble worker...arranged to the melody of tetris (<http://www.youtube.com/watch?v=hWTFG3J1CP8>)

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **acehawk on May 26, 2011, 02:25:11 pm**

[Quote from: DarkerDark on May 24, 2011, 01:59:24 am](#)
[Quote from: acehawk on May 22, 2011, 06:55:58 pm](#)
Read through a decent portion of the thread and all of the story and AMAZING!

Here is the abbreviated warranty for your tablet:
Intuos4 Tablet Warranty

Wacom warrants the product, to the original consumer purchaser, except for the Software and consumable items such as the pen nibs, to be free from defects in materials and workmanship under normal use and service for a period of two (2) years, from the date of original retail purchase, as evidenced by a copy of the receipt and registration with Wacom by mail or online within 30 days of purchase.

It sounds like you would both need the receipt AND to have registered your tablet on their website within 30 days of the purchase unfortunately, but you should still definitely give it a go.

I have made progress.

I've managed to secure a copy of the receipt through onHop.ca as well as talk to a Wacom customer service person! I received an email from Wacom yesterday stating that I can send my Intuos4 Drawing Tablet back to their firm in Vancouver for service. There was a bit of text in there saying I need to return it in the original box, which I don't have... But I'm hoping that's all just Legal junk to protect them from people claiming the tablet was damaged in the mail or something.... Since the guy I talked to didn't mention anything about it... I'm just going to hope they overlook it... Yeah.

Anyways, I'm definitely giving it a go. Sometime this week, hopefully.

They have one of the most confining warranties I've ever seen lol. Good luck!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rumrusher** on **May 26, 2011, 05:09:19 pm**

what about praying to the god of tears (<http://www.truimagz.com/host/fortcrush2/folder1/amala-meets-Tearmok-ted.png>)?
oh and bonus (<http://www.truimagz.com/host/fortcrush2/folder1/amala-meets-Tearmok-ap.png>)

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Siquo** on **May 27, 2011, 06:20:16 am**

Quote from: Rumrusher on May 26, 2011, 05:09:19 pm
what about praying to the god of tears (<http://www.truimagz.com/host/fortcrush2/folder1/amala-meets-Tearmok-ted.png>)?
oh and bonus (<http://www.truimagz.com/host/fortcrush2/folder1/amala-meets-Tearmok-ap.png>)

Crossover WIN.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Hubris Incalculable** on **May 27, 2011, 10:53:38 am**

Quote from: Siquo on May 27, 2011, 06:20:16 am
Quote from: Rumrusher on May 26, 2011, 05:09:19 pm
what about praying to the god of tears (<http://www.truimagz.com/host/fortcrush2/folder1/amala-meets-Tearmok-ted.png>)?
oh and bonus (<http://www.truimagz.com/host/fortcrush2/folder1/amala-meets-Tearmok-ap.png>)
Crossover WIN.

seconded.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Scaraban** on **June 11, 2011, 05:43:23 am**

>.>
<.<
Watching...

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **SHADOWdump** on **June 11, 2011, 09:04:20 am**

Yeah, what's the news on the tablet?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Stone Wera** on **June 12, 2011, 05:54:02 am**

Darker dropped off this little jewel in one of my threads.

[Spoiler](#) (click to show/hide)



Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Japa** on **June 12, 2011, 05:56:33 am**

that a giant fire-breathing ass-demon?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **SHADOWdump** on **June 12, 2011, 07:58:58 am**

Quote from: Japa on June 12, 2011, 05:56:33 am
that a giant fire-breathing ass-demon?
It's a royal ass that farts fire.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **DarkerDark** on **June 12, 2011, 04:15:27 pm**

Quote from: SHAD0Wdump on June 11, 2011, 09:04:20 am
Yeah, what's the news on the tablet?

It's been mailed off. They said in their original email that it could take as long as 30 days to repair if they're particularly busy. In the meantime, I've been practicing with the mouse. I think I'm getting confident enough to actually do some sort of side story with the mouse until the drawing tablet comes in.

Quote from: Rumrusher on May 26, 2011, 05:09:19 pm
what about praying to the god of tears (http://www.truimagz.com/host/fortcrush2/folder1/amala-meets-Tearmok-ted.png)?
oh and bonus (http://www.truimagz.com/host/fortcrush2/folder1/amala-meets-Tearmok-ap.png)

Hey Rumrusher, how would you feel if I added the links to your drawings to the first page under the guise of "Fanart"? :)

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rumrusher** on **June 12, 2011, 07:04:23 pm**

Quote from: DarkerDark on June 12, 2011, 04:15:27 pm
Quote from: SHAD0Wdump on June 11, 2011, 09:04:20 am
Yeah, what's the news on the tablet?

It's been mailed off. They said in their original email that it could take as long as 30 days to repair if they're particularly busy. In the meantime, I've been practicing with the mouse. I think I'm getting confident enough to actually do some sort of side story with the mouse until the drawing tablet comes in.

Quote from: Rumrusher on May 26, 2011, 05:09:19 pm
what about praying to the god of tears (http://www.truimagz.com/host/fortcrush2/folder1/amala-meets-Tearmok-ted.png)?
oh and bonus (http://www.truimagz.com/host/fortcrush2/folder1/amala-meets-Tearmok-ap.png)

Hey Rumrusher, how would you feel if I added the links to your drawings to the first page under the guise of "Fanart"? :)

I'm feel that would be a great idea. Through you might want to cross link to space voyage so people don't get confuse.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **The Master** on **July 07, 2011, 07:32:23 pm**

A crowd of elves gather around an adamantium statue with a memorial slab in front of it. Etched into the statue, there are fifty coffins and fifty clothed skeletons, the skeletons are slumped over each over. On the slab, it reads: "This statue is dedicated to the elves lost during the greatest caravan trek in elven history." One of the elves in crowd, the queen herself, shoves her way forward to see what crowd is looking at. Even before reading the slab, she knew that something was horribly familiar about the figures engraved into it. Upon reading the slab, she crumbles to the ground, dead. Wails of sorrow echo throughout the land. Kobalds drop what their stealing, Humans toss their weapons to the ground, and even the dwarves put down their drinks. The whole world seems to stop and listen.

This marked the beginning of a new age: the Golden Age. For the sake of the elves, may Armok rest their broken souls.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Hitty40** on **July 07, 2011, 08:02:28 pm**

Do you have any open elf spots? If so, I'd like a male named G.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **The Master** on **July 07, 2011, 09:12:34 pm**

Quote from: hitty40 on July 07, 2011, 08:02:28 pm
Do you have any open elf spots? If so, I'd like a male named G.

are you talking to me? because the author sentenced those elves to their graves. the only save place for your kind is my thread. hurry and take shelter in The Outragous Boat!

EDIT: i'm a moron.....HOW DID I NOT SEE DARKERDARK!? Blaaaaaaaaaaaarrrrg.....I thought this thread was dying...*facepalm*

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ottottott** on **July 08, 2011, 12:31:54 am**

How is that related to this thread?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **TolyK** on **July 08, 2011, 12:42:12 am**

shrugs
pokes DarkerDark

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **DarkerDark** on **July 08, 2011, 01:44:08 am**

Yeah, I'm still waiting for my tablet to come back from the manufacturer.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Scaraban** on **July 08, 2011, 01:59:47 am**

Have they actually acknowledged they received it/are working on it? because things get lost in the mail all the time

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **NoahTophatz** on **July 08, 2011, 07:34:55 am**

You said that you would do a side story with the mouse. when do you think the first part will be uploaded?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Hitty40** on **July 08, 2011, 09:08:17 pm**

Bumping to keep things interesting.

Whispers in the wind.

The sounds of the forest are nothing but whispers carried away by the breeze. If it were any other day, I might turn an ear and try to pick out familiar pitches or tones, but today I feel strangely detached from the troubles of the woodland creatures that inhabit this forest. The warming glow of the sun has me within it's grasp, and I am not willing to resist. I am at peace.



Soft murmurs of Elvish break me out of my trance just enough to catch my ear. They are familiar voices, but the words are drown out by the gentle swish of leafy branches swaying in the wind. One word, however, finds a place within my mind where it slowly begins to repeat itself like an echo rebounding through a massive canyon, "Amala."

The word feels significant to me, as though it has a deeper meaning than a simple Elvish word. *It's a name. But whose name? Mine? What is my name?* It occurs to me that I don't know what my name is, nor do I remember much at all for that matter. *I know that I am an Elf, yet who am I?* As the warmth of the sun's rays against my face begins to fade I am left wondering, "How long have I been sitting here?"



I suddenly realize I'm not alone, a single creature stands hunched by an old tree. Its form is that of an elf or a man, yet it has the predominant features of a fox. It's also staring at me. *How long has it been standing there? Was it the one who uttered the name "Amala"? The creature is familiar, I'm sure of it. Where have I seen it before?* My mind begins to slowly churn, painfully slow, as though I've just downed a barrel of strawberry wine and am struggling to push through the numbing effects. I begin to part the fog and memories start to surface in my mind's eye.

His name is Cipone, yes, and I used to know him. It's all coming back to me now. He was a fox and a companion of mine for quite some time. I was very fond of him and I believe we were almost inseparable until an ancient and powerful force that used to inhabit these woods turned him into what he is now. I didn't think it would be so bad at first, I could almost get used to the transformation. I thought that it had only changed his appearance. I was mistaken, he had changed in more ways than just appearance. And his poor grasp of the Elvish language only helped to make things worse.



Despite being a total creep, I still liked him better than that Slug-man that would always insist on shaking everybody's hand. But not by much... I wonder what's brought him here? I also wonder how long he's been standing there hunched over and staring at me. It's kind of creepy, actually... But not as creepy as that ever expanding blanket of darkness slowly enveloping the forest.



Hmm.

I've never seen anything like this and I can hardly believe my eyes, but tendrils of shadow and darkness are slowly inching their way through the forest, as though they are feelers belonging to some horrible invisible monster. From within the gloom comes soft, almost alluring whispers. Dread fills my heart, though strangely there is no panic in my mind. I can make out twisted shapes in the darkness, but I cannot determine any details. The longer I gaze into these shadows, the louder the whispers become. It is not one voice, but a dozen voices all whispering incoherently at a staggering pace. I feel I should vacate this place.

This is a side story that co-relates to the main plot. Since my tablet is still in the shop, I'm doing this all with the mouse, so the art's going to be a little more simple and not quite as colorful. I haven't really planned much for this, but since you're providing the actions for one elf rather than a whole caravan, I'll see about sequencing the best actions for the next post and hopefully it'll come out looking like a story. I'll try posting once every week or so until the drawing tablet gets back, then we'll see how we can integrate this into the main story (Though I've already got a couple of ideas in my head).

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **KineseN** on **July 11, 2011, 09:04:23 am**

Wooo! DarkerDark is back!

I think my eyes are playing a trick on me but it looks like something is lurking there in the darkness, slowly creeping towards me. I must investigate that.

Spoiler: I mean, look (click to show/hide)

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Aklyon** on **July 11, 2011, 09:06:54 am**

Wooo!

Punch Darkness to test its reflexes.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Armok** on **July 11, 2011, 09:21:19 am**

Eeeeeeeeeeee! :D You're back! This is back! And it's as good as ever!

> Follow Cipone, hell lead you to safety.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ragnarok97071** on **July 11, 2011, 09:25:26 am**

Punch the darkness in the snout to establish superiority!

On a less silly note, it would probably be a good idea to find a weapon, I dunno, a pointy stick or something.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Aklyon** on **July 11, 2011, 09:31:41 am**

I already suggested punching it! :)

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Hitty40** on **July 11, 2011, 10:48:56 am**

~~Make a new hat.~~

I just realized that fox is holding Amala's hat, and I'm guessing he might give it back or so(If he ever shows up again), I'm gonna have to say RUN THE HELL AWAY!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ottottott** on **July 11, 2011, 11:07:06 am**

Well, you're obviously unconscious. I mean... it's all black and white, you hear the name Amala, and your name **is** Amala Nightglimmer, and you **are** knocked unconscious. Then there's also the remembering of distant memories, but no memory of the present... I say, that nothing can **really** hurt us here. Though I think we should play along, and pretend we are her, who doesn't know it's all just a dream or whatever. (According to many sources, elves don't sleep, they trance.) Also, I missed this so much, I actually shed a single tear. On the topic now: I... Yeah. I don't know. There's not much you can do. Against a creature army in the darkness? I suggest hiding. AND!!! Dat fox is **really** creepy. Watching people sleep... O.o Meh... He probably means no harm. Just trying to say, that he watches **over** her, when she sleeps. Like guarding.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Lucus Casius** on **July 11, 2011, 11:11:01 am**

>Amala?: Swallow your distaste, and speak to the fox-man Cipone. Keep away from the darkness.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Lord Inquisitor** on **July 11, 2011, 12:46:20 pm**

put shoes on so you don't step in the dark stuff

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Acanthus117** on **July 11, 2011, 10:54:47 pm**

Eeeee! DD is back!!!

>Amala: Talk to the creepy stalker foxman.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **noah22223** on **July 12, 2011, 01:01:42 am**

Watching, motherfuckers!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rumrusher** on **July 12, 2011, 03:54:11 am**

Quote from: KineseN on July 11, 2011, 09:04:23 am

Wooo! DarkerDark is back!

I think my eyes are playing a trick on me but it looks like something is lurking there in the darkness, slowly creeping towards me. I must investigate that.

Spoiler: I mean, look (click to show/hide)

same here

Spoiler (click to show/hide)



Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ottottott** on **July 12, 2011, 05:44:05 am**

Really takes a few comparings to see all that you've done. Not sure if I would have even noticed without looking at the original. Also, I wonder how's the post count here changing, now that we got an update. Who'd like to see a graph?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Iituem** on **July 12, 2011, 07:08:17 am**

I can't believe you made a graph.

But yes, I would like to see one.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ottottott** on **July 12, 2011, 08:50:10 am**

Ehh. Didn't think anyone would want to see. **Here** (<http://img192.imageshack.us/img192/7232/unledms.png>) it is though. It looked better before...

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **quip** on **July 12, 2011, 09:41:49 am**

Could you supply a legend for the graph? I can't make heads or tails out of it.

...Also 'lol creepy foxman.'

...And 'YES! THIS IS BACK AGAIN! WOOOO!'

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Iituem** on **July 12, 2011, 11:00:24 am**

Looks like total posts vs DarkerDark's posts, but I can't be certain.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ottottott** on **July 12, 2011, 02:37:03 pm**

Yeah. Apparently when I copied the graph to an image editing program, lots got left out... The numbers at the bottom are dates. The numbers on the left are posts. The red line represents the total post count in this thread, and the blue line represents the post count per week. It's a tad badly understandable, and it seems that it's been no posts for months straight for some time, but it just doesn't lift a pixel, if it's like... about under 10 posts that week.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Alternatecash** on **July 12, 2011, 03:53:38 pm**

Ask one of the trees for a weapon, a spear, a sword, anything. Possibly some armor, if there's time.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Julien Brightside** on **July 12, 2011, 08:12:04 pm**

That fox really is creepy. But nice storytelling.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **crackesians** on **July 12, 2011, 10:19:53 pm**

from now on,im a legendary thread bumper.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Flaede** on **July 13, 2011, 09:24:39 am**

Quote from: The Master on July 07, 2011, 09:12:34 pm
EDIT: i'm a moron.....HOW DID I NOT SEE DARKERDARK!? Blaaaaaaaaaarrrg.....I thought this thread was dying...*facepalm*

“That is not dead which can eternal lie, and with strange aeons even death may die”

er, that is to say "In it's thread at Bay12 dead Amanareli waits dreaming."

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Johnfalcon99977** on **July 13, 2011, 09:28:48 am**

Oh hell yes.

Seeing as I have nothing better to suggest, I say we check the dark area.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Hitty40** on **July 13, 2011, 11:45:36 am**

Quote from: Johnfalcon99977 on July 13, 2011, 09:28:48 am

Oh hell yes.

Seeing as I have nothing better to suggest, I say we check the dark area.

There is something better to do: MAKE A NEW GODDAMN HAT!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Haspen** on **July 13, 2011, 12:12:35 pm**

YESSS IT'S BACK x4(x3?)

Amala: **Be badass like always - battle the Darkness.**

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Dorten** on **July 14, 2011, 02:23:04 am**

Amala is dreaming apparently.

So...

Take some branch and stab yourself in the eye with it, to wake up!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ottottott** on **July 14, 2011, 03:42:11 am**

I feel like I'm the only one who cares 'bout the elves for the elves' sake. You're obviously trancing. I guess we could say dreaming is possible while doing that. Only I'd call it something else. Not sure what though. Since you're trancing, which is pretty much the same as sleeping, not out of your own free will, you're unconscious, you can't regain consciousness by trying to make yourself die. Your brain would usually make you wake up, because your dream reality is incapable of existing anymore, as you have died. But that's obviously not how you can come out of a coma. I'd suggest we just survive. And heck, even if you don't believe me, you'd learn much more about Amala's past, if you'd just let the dream carry on. Poking your own eye, definitely won't help in any way. Spoiler (click to show/hide) But... Heh! Don't listen to me. I really have almost no clue what I'm talking 'bout. I'm just taking this from my own knowledge, combined with common sense. I haven't learned this stuff. So if anyone knows they know better than me, please, prove me wrong.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Urist McCheeseMaker** on **July 14, 2011, 09:41:19 am**

Get a source of light. If the ominous darkness behaves like proper darkness, any source of light would make a good defense. I'd suggest a torch for anything but an elf.. not sure what they use for light instead.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **quip** on **July 14, 2011, 10:14:43 am**

Eh, since I'm guessing dream-Amala is a lot less badass than awake-Amala (or our Furry friend would have ended up like the elf that ~~we made~~ decided to arouse her) I suggest we run.

Course you never know, the darkness *could* always be Bay12. Because lets face it, what better metaphor for an elf of a elf-hating insane forum of dwarf lovers that control elves actions than an ominous darkness with creepy but alluring whispers and figures lurking inside?

The one who decided to arouse her was killed by a raging elephant and had nothing to do with her being badass or not. what happen afterward was badass.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **quip** on **July 14, 2011, 11:37:05 am**

Quote from: Rumrusher on July 14, 2011, 10:48:36 am

Quote from: quip on July 14, 2011, 10:14:43 am

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The one who decided to arouse her was killed by a raging elephant and had nothing to do with her being badass or not. what happen afterward was badass.

Ohh yeah... All I could really remember of his death was the scene of the topless arousal elf and Amala looking confused...

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Karnewarrior** on **July 14, 2011, 03:27:05 pm**

Still say we should have picked the Princess.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Lucus Casius** on **July 14, 2011, 09:12:33 pm**

And put the adorableness that is the Princess in danger? ARE YOU MAD, MAN?!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ottottott** on **July 15, 2011, 02:31:30 am**

Quote from: Rumrusher on July 14, 2011, 10:48:36 am

Quote from: quip on July 14, 2011, 10:14:43 am

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Course you never know, the darkness *could* always be Bay12. Because lets face it, what better metaphor for an elf of a elf-hating insane forum of dwarf lovers that control elves actions than an ominous darkness with creepy but alluring whispers and figures lurking inside?

The one who decided to arouse her was killed by a raging elephant and had nothing to do with her being badass or not. what happen afterward was badass.

Amala went raging on the elephant, **because** that elephant stole her kill. She would have totally fired an arrow at that elf's head at point blank range, as she did with the elephant. In fact, that's probably where she got the idea.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **QuakeIV** on **July 15, 2011, 01:15:04 pm**



Heh, just what came to mind.

By the way the latest update's images appear to have been removed by the host.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **DarkerDark** on **July 15, 2011, 01:45:35 pm**

Quote from: QuakeIV on July 15, 2011, 01:15:04 pm

By the way the latest update's images appear to have been removed by the host.

Eh? Hmm... Checking photobucket shows my monthly bandwidth usage at 1%, so I'm guessing it just reset itself today or something. I'll keep an eye on it throughout the rest of the monthly cycle and see if it goes over the limit again. If it does, I might need to find a new image host.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rumrusher** on **July 15, 2011, 02:09:39 pm**

try this one.
<http://www.truimagz.com/host/> (<http://www.truimagz.com/host/>)
this isn't a image hosting site but it's pretty local and obscure enough to get you by.
and the guy who made this has none of the silly policies Photobucket has so post any thing you want.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Aklyon** on **July 15, 2011, 02:11:05 pm**

img.ie works as well.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Japa** on **July 15, 2011, 08:46:28 pm**

yeah, I use img.is all the time. (Link in my sig.)

you can make an account, but it's not strictly necessary.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Hitty40** on **July 16, 2011, 01:15:10 am**

Quote from: Aklyon on July 15, 2011, 02:11:05 pm

img.ie works as well.

So does Imageshack.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Aklyon** on **July 16, 2011, 01:16:58 am**

plenty of choices, there are.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Japa** on **July 16, 2011, 01:57:53 am**

Quote from: hitty40 on July 16, 2011, 01:15:10 am

Quote from: Aklyon on July 15, 2011, 02:11:05 pm

img.ie works as well.

So does Imageshack.

Nope, Imageshack has half the world IP-banned.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Hitty40** on **July 16, 2011, 01:59:42 am**

Quote from: Japa on July 16, 2011, 01:57:53 am

Quote from: hitty40 on July 16, 2011, 01:15:10 am

Quote from: Aklyon on July 15, 2011, 02:11:05 pm

img.ie works as well.

So does Imageshack.

Nope, Imageshack has half the world IP-banned.

For what?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Japa** on **July 16, 2011, 02:19:37 am**

I dunno, but anywhere outside of europe of USA, you try vieweing an imageshack image, you just see a frog in an icecube.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Hitty40** on **July 16, 2011, 02:20:26 am**

Quote from: Japa on July 16, 2011, 02:19:37 am

I dunno, but anywhere outside of europe of USA, you try vieweing an imageshack image, you just see a frog in an icecube.

Wow.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Japa** on **July 16, 2011, 02:24:28 am**

actually, correction.

They don't do that anymore, but for a long time they did.

It's the kind of thing that's really noticable when it's there, but you don't notice when it's gone.

carry on, carry on.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ottottott** on **July 16, 2011, 04:39:40 am**

Kinda hate to point this out, but I simply must:

Quote from: Japa on July 16, 2011, 02:19:37 am

...europe of USA...

What news is this? Since when does Europe belong to USA?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Haspen** on **July 16, 2011, 04:43:12 am**

*Europe or Usa.

Just a typo, give him a rest :P Besides, imageshack now doesn't allow directlinking and gives pop-ups when you try to cheat. I switched to imgur - 5 seconds and I has the image I want hosted~~

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Pan** on **July 16, 2011, 06:25:05 am**

I can't see any imageshack image here in China. :(

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rexfelum** on **July 16, 2011, 08:36:01 pm**

Quote from: Urist McCheeseMaker on July 14, 2011, 09:41:19 am

I'd suggest a torch for anything but an elf.. not sure what they use for light instead.

Not only will they use a torch (<http://www.bay12forums.com/smf/index.php?topic=55601.msg1237223;topicseen#msg1237223>), but sometimes the torch is distinguished (<http://www.bay12forums.com/smf/index.php?topic=55601.msg1242676;topicseen#msg1242676>).

Anyway, wow. I was away for awhile and I came back to awesome stuff. You know, the combination of scratchy mouse work and a black-and-white palette makes it look a little like a graphite drawing. It's very nice.

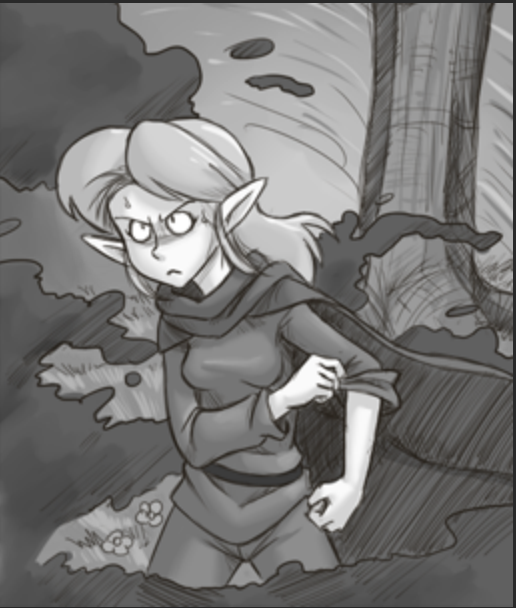
And to Amala, I recommend finding your center. Also, finding your boots. (They're right there! On the ground! Don them!)

--Rexfelum

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **DarkerDark** on **July 18, 2011, 02:26:22 am**

Encroaching darkness.

The air begins to chill as the leading elements of the lightless void swirl around me. The dread which had been looming in my heart gives way to other emotions.
Anger.
Defiance.
I don't care if this thing is an all-consuming darkness, or a pack of ethereal shadow-elephants. Nothing, and I mean NOTHING interrupts my peaceful alone time.



I'm not sure where my anger comes from, but I'm ready to unleash fists of fury upon the darkness, but the darkness responds in force. I am consumed by the twisting shadow. The buzz of whispering voices it brings begin to grow in number, and they grow agitated. A great pressure builds up in my head and very quickly turns into a sharp stabbing pain, as though something has just driven a knife into my skull. The pain is so intense, it threatens to overwhelm all other senses. My skin crawls, my vision blurs, and my ears ring as whispers turn to piercing cries of anger.



Something grabs my shoulder and I feel an icy breath against my ear. A voice, raspy and mocking, speaks out with some clarity over the piercing wails, "Oh how it pleases me to see the great Ranger captain in such a helpless state. Tch. I'm sorry, does your pretty little head hurt? Here, let me fix that for you." The distinct sound of a metal blade being drawn drowns out all other noise and my body braces itself for an incoming strike.

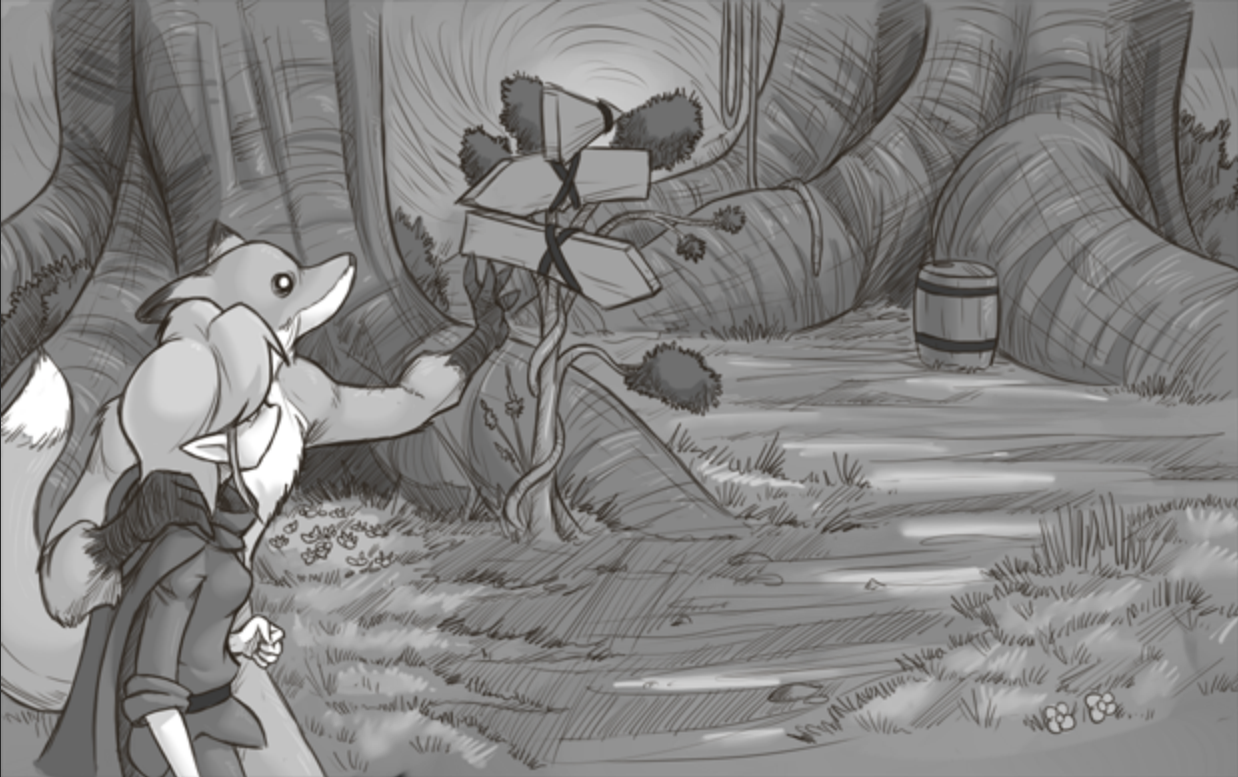
It never comes. All noise has ceased, the pain has left me, and warmth begins to return to my body, yet I still feel the firm grip of someone's hand on my shoulder. I slowly open my eyes and see that I am no longer in the darkness. A familiar face peers at me, unblinking.



"Cipone!" I blurt out in surprise, "What are you doing?" His paws work at smoothing out my cloak and I can't help but think he was trying to give me a back massage while I was enwrapped in the darkness. I shudder at the thought. Creepy.

"Your hair smells good, Uhh! I mean, No! I haven't been smelling your hair while you were incapacitated by an all-consuming darkness, No! No! No! Where did you ever get such an idea?! I was just - Uhh! I mean, I saw you in a trance and I thought I would try to arouse you - Uhh!- I mean rouse you! You know, snap you out of it!"

He must have sensed my growing anger, because he quickly turned my attention to an old forest trail and waved a hand in some grand gesture, "Behold! The crossroads of your mind!"

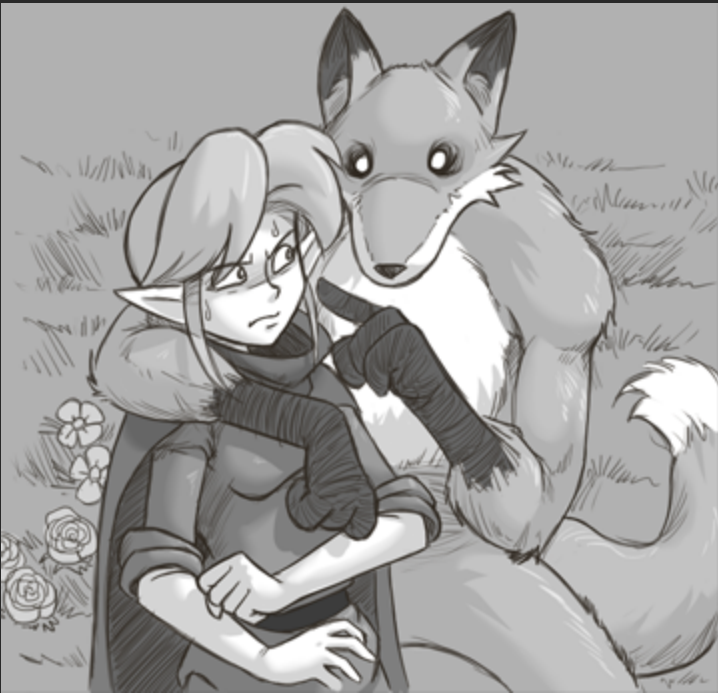


"Behold what?" I noted, even though I'm pretty sure I just insulted myself, "There's not much to see, really."

"What?" Cipone exclaimed, "Uhh... That's not right. Where's the giant tapestry I wove in your image using nothing but strands of hair stolen from your brush? Uhh! No! I mean, there should be lots of things! Your breath is supposed to be taken away at the sights and sounds of your life experiences! Uhh! Wait! This is one of those spiritual journies where you need to travel to the four corners of your mind to recover lost memories! You need to find yourself to save yourself"

I shot him a frigid glance, "So, I am trapped within my own dream? Where do I start? The signs have nothing written on them and they only point in three directions, not four."

"It's your mind, Amala, not mine. Just think really hard about something and see where it takes you." Cipone replied, "Or you could just stay here with me with your soft, baby smooth skin. I won't mind. Really, I won't."



I think I would rather be consumed by the darkness and wallow in my own pain than spend any more time with Cipone. I had better try conjuring some old memories, and quick, he's starting to give me that creepy stare again.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **DarkerDark** on **July 18, 2011, 02:39:42 am**

Oh, the tablet came in, but I decided to continue with the side story to shake some of the rust off. We can stay in the dreamworld if people want to create a backstory to Amala (Seeing as she's pretty much the main character) and to learn a bit more about Amanereli or the other characters that were skipped (Here's looking at you people wishing to see more of the Princess). Otherwise, just find a way to wake Amala quickly and we can get back to the caravan.

Either is fine by me.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ottottott** on **July 18, 2011, 02:46:21 am**

Hell yeah! More story. Definitely continue on with the side story. Can't wait to learn more about Amala and the rest of the Amanereli elves.
I've changed my opinion about the fox though. He doesn't even mean good. Just way creepy!
Anyways. Follow the sign that points to the tree and the barrel. (Perhaps it has some strawberry wine in it? It would relate to the story and perhaps help us get back on the track of the main story. Also because the other two signs just point to where you came from. On the other hand, it could also be the tree, we're after. Relating to the trees back at the forest retreat. Either is fine.)
Also. Glad you got your tablet back. Perhaps you can gradually go into color, as we get closer to exiting the dream? Though I'm not sure if it's the easiest choice for you. Understanding that you did those colored pictures with your tablet, and you didn't have your tablet for these grayscale pics...
Wasn't refreshing every 15 min, waiting for that next bit of story to come, so I could be the 1st to reply... ».«
And... (Just keep coming up with new stuff to say.) I told you to not go in the darkness. Not only did you feel pain, and negative emotions, that creepy fox sniffed your hair. I mean... That's gotta be bad, right?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ragnarok97071** on **July 18, 2011, 02:48:53 am**

Yeah, let's do some characterization.

And in the spirit of such things...

Let's see what made her decide to become a ranger.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rumrusher** on **July 18, 2011, 03:59:22 am**

I guess V > P> L > *scroll to hunting* > Shift+ enter

So I guess the elves are massaging amala's back in means of waking her up.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Acanthus117** on **July 18, 2011, 05:41:28 am**

It's been a year and one misplaced 'a' still comes back to haunt me.

I love you guys.

Anyways, **yeah, let's see what made her into a badass ranger chick.**

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ottottott** on **July 18, 2011, 08:47:17 am**

Yeah... This has really been going for a long time. If we judge by Acanthuses post, exactly 38721229 seconds. Or 64 weeks, 3 hours, 53 minutes, 49 seconds. **Or** 1.2270269 years.
Anyways, that's a great idea! Let's go back to where everything, that can be even slightly important, began. **Conjure memories of how and why you became a ranger. (And perhaps also, why you're so not tolerant towards others. I mean... Willing to kill someone without hesitation, because he misheard an order? Really!)**
Also. I just figured out what the hand on the shoulder was, with the knife and whatnot. **It's totally this! (http://www.bay12forums.com/smf/index.php?topic=55601.msg2007700#msg2007700)** I assume that the time when she was resting, that was when she was just unconcious. Comfortably rested somewhere. Her going into the darkness was her being carried to the barge, as the frogmen (the darkness) got closer. How dumb of me not to think of this earlier.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rumrusher** on **July 18, 2011, 08:56:47 am**

Quote from: ottottott on July 18, 2011, 08:47:17 am

Yeah... This has really been going for a long time. If we judge by Acanthuses post, exactly 38721229 seconds. Or 64 weeks, 3 hours, 53 minutes, 49 seconds. **Or** 1.2270269 years.
Anyways, that's a great idea! Let's go back to where everything, that can be even slightly important, began. **Conjure memories of how and why you became a ranger. (And perhaps also, why you're so not tolerant towards others. I mean... Willing to kill someone without hesitation, because he misheard an order? Really!**
Also. I just figured out what the hand on the shoulder was, with the knife and whatnot. **It's totally this! (http://www.bay12forums.com/smf/index.php?topic=55601.msg2007700#msg2007700)**

when you look at it clearly it was a lithea.
Spoiler (click to show/hide)



or a pirate bogeyman.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **BunnyBob77** on **July 18, 2011, 09:09:01 am**

This side story is looking great. I definitely want to see more of the princess and amala, so continue with the side story for now. It's good that you got your tablet back, so that you can get back on the main story whenever you want. I guess Amala should think about how she first became a ranger.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Armok** on **July 18, 2011, 10:29:42 am**

hehe, yessss...

> Think of the princess

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Japa** on **July 18, 2011, 10:37:59 am**

> Imagine the princess without her clothes on.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Julien Brightside** on **July 18, 2011, 10:39:17 am**

Lets see. Three signs of her mind. If they are memories, they could be her childhood, the reason she became a ranger and when she became a captain?

Maybe she became a ranger to avenge her little brother as he tried to fight an elephant or something?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Aklyon** on **July 18, 2011, 12:28:08 pm**

Quote from: Japa on July 18, 2011, 10:37:59 am

> Imagine the princess without her clothes on.

Might be weird to see but its better than wolfguy.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **QuakeIV** on **July 18, 2011, 12:44:47 pm**

Im not seeing the images.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Siquo** on **July 18, 2011, 12:58:15 pm**

Hell yes! DD is back and smokin'! **Think of your childhood. It's a good place to start, right?**

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **TheSummoner** on **July 18, 2011, 02:20:43 pm**

I've been following this since about March... Even though the only updates since then have been the recent ones in Amala's mind, I've been checking back every few days, waiting for this to return. This is the first time I've actually posted on this thread.

First off, congrats on finally getting your new tablet. Though, considering how good your drawings using only the mouse are, I'm surprised you even need it.

Second, I would like to see Amala's first battle. The first time she had to pick up a weapon and fight to protect her own life and possibly her home as well. The first time she actually had to kill another living thing for reasons other than food. (Then again... Cannibal elves, so we might see some of that in the aftermath of the battle anyways). So...

> Imagine Amala's first battle.

Or...

Quote from: Japa on July 18, 2011, 10:37:59 am

> Imagine the princess without her clothes on.

... That works too.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Lucus Casius** on **July 18, 2011, 02:50:27 pm**

I think we're all doing that alre-

slaps self

>Cipone: Psychoanalyze Amala. While being creepy.

>Amala: Go down memory lane. Remember why you're a ranger.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **BunnyBob77** on **July 18, 2011, 03:24:25 pm**

Quote from: Japa on July 18, 2011, 10:37:59 am

> Imagine the princess without her clothes on.

Sure. Let's do that.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Virex** on **July 18, 2011, 04:20:32 pm**

Quote from: Japa on July 18, 2011, 10:37:59 am

> Imagine the princess without her clothes on.

Choosing the romance option, are we?

Anyway, thinking back to the fighting with the frogmen, it seems Amala has some... fond memories of the Elf-human war. Perhaps something interesting could be found there?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ultimuh** on **July 18, 2011, 04:20:48 pm**

I say go down memory lane, she must get out of this place, away from the darkness and away from that creepy fox.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **DarkerDark** on **July 18, 2011, 04:22:26 pm**

Quote from: QuakeIV on July 18, 2011, 12:44:47 pm

Im not seeing the images.

Hm. Bandwidth usage is at 5% of the limit, according to my Photobucket account. I wonder if your browser is blocking them for some reason. Are you just missing the latest update images, or can you not see images from any of my posts?

On another note, I forgot to post Amala donning her shoes. DoH! Ah well... such is the way of late night updates.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rexfelum** on **July 18, 2011, 06:48:54 pm**

Quote from: DarkerDark on July 18, 2011, 04:22:26 pm

On another note, I forgot to post Amala donning her shoes.

No problem. Shoes are step one. Then for step two:

Quote from: ottottott on July 18, 2011, 02:46:21 am

Follow the sign that points to the tree and the barrel. (Perhaps it has some strawberry wine in it?

Quote from: BunnyBob77 on July 18, 2011, 09:09:01 am

I definitely want to see more of the princess and amala

Clearly, we need to remember the time that Ima and Amala got dead drunk on Strawberry Wine and then Amala did something ridiculous on a dare. Possibly explaining why this psycho killer is practically the only elf with dainty flowers on her hat (http://www.bay12forums.com/smf/index.php?topic=55601.msg1215725#msg1215725).

--Rexfelum

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Aklyon** on **July 18, 2011, 06:52:20 pm**

The Strawberry Wine could also explain how we can

Quote from: Japa on July 18, 2011, 10:37:59 am

> Imagine the princess without her clothes on.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Ultimuh** on **July 18, 2011, 10:17:01 pm**

Suddenly I just got a theory of who that fox is..

It could be that he's the incarnation of those who suggest some rather.. disturbing things.. (You know who you are!)

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **ottottott** on **July 19, 2011, 01:39:11 am**

Quote from: Japa on July 18, 2011, 10:37:59 am

> Imagine the princess without her clothes on.

I thought I wouldn't point out stuff that's wrong with this... But seeing that many voting for it, I must. Well let's see here...

1. What makes you think that Amala has even seen her like that?

2. Their both female. Why would Amala want to imagine something like that?

3. I'm not sure DD would draw something like that, but that's not the problem here. I'm pretty sure such kinds of pictures aren't allowed on this forum.

Now then. That's settled? (Heh. Doubt it is.)

Quote from: Rexfelum on July 18, 2011, 06:48:54 pm

Quote from: DarkerDark on July 18, 2011, 04:22:26 pm

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No problem. Shoes are step one. Then for step two:

Quote from: ottottott on July 18, 2011, 02:46:21 am

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I really like these ideas. Not going **too** wild with the 2nd one. I totally agree with this. This and THIS and **THIS**.

Quote from: Ultimuh on July 18, 2011, 10:17:01 pm

Suddenly I just got a theory of who that fox is..

It could be that he's the incarnation of those who suggest some rather.. disturbing things.. (You know who you are!)

Of course. I wonder if we could make the fox go away, by suggesting better ideas? Though I also wonder if some enjoy his presence.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Urist McCheeseMaker** on **July 19, 2011, 03:31:19 am**

Quote from: ottottott on July 19, 2011, 01:39:11 am

Now then. That's settled? (Heh. Doubt it is.)

Quote from: Rexfelum on July 18, 2011, 06:48:54 pm

Quote from: DarkerDark on July 18, 2011, 04:22:26 pm

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No problem. Shoes are step one. Then for step two:

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I really like these ideas. Not going **too** wild with the 2nd one. I totally agree with this. This and THIS and **THIS**.

begins chanting Thiiiiiiiiiss.....

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Rumrusher** on **July 19, 2011, 03:47:52 am**

So if we are in her mind couldn't we just go back to sun bathing with Chippendale elves feeding her grapes?

Or walk through the door mark exit from dream world.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **ottottott** on **July 19, 2011, 04:05:32 am**

Well we probably could Rum, but would you rather have a REALLY awesome dream, where you are completely in control, and can feel anything you want (Cause you sorta' think it's real.), or sort out the mess of your memories, and (probably) achieve something that will help you in your future life? Well sure, the 1st option seems, good, but... Y'know! =D

But I don't think you can just walk out of your dream by following an exit sign. I explained earlier why I think it's not possible.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **noah22223** on **July 19, 2011, 04:09:49 am**

Quote from: ottottott on July 19, 2011, 01:39:11 am

2. Their both female. Why would Amala want to imagine something like that?

...Lesbian elf badass!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rumrusher** on **July 19, 2011, 04:12:02 am**

Quote from: noah22223 on July 19, 2011, 04:09:49 am

Quote from: ottottott on July 19, 2011, 01:39:11 am

2. Their both female. Why would Amala want to imagine something like that?

...Lesbian

Bisexual elf badass!

fix

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **evilcherry** on **July 19, 2011, 08:08:06 am**

Quote from: noah22223 on July 19, 2011, 04:09:49 am

Quote from: ottottott on July 19, 2011, 01:39:11 am

2. Their both female. Why would Amala want to imagine something like that?

...Lesbian elf badass!

With Amala in the Seme role, of course. And the princess is a moeblob. Make a good couple :p

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Cerol Lenslens** on **July 19, 2011, 09:56:10 am**

Quote from: ottottott on July 19, 2011, 01:39:11 am

3. I'm not sure DD would draw something like that, but that's not the problem here. I'm pretty sure such kinds of pictures aren't allowed on this forum.

Oh? Let's put that to the test, shall we?

Spoiler: (SFW) (click to show/hide)



I'm such a tease... 🤔

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **noah22223** on **July 19, 2011, 11:03:47 am**

Quote from: Cerol Lenslens on July 19, 2011, 09:56:10 am

Quote from: ottottott on July 19, 2011, 01:39:11 am

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Oh? Let's put that to the test, shall we?

Spoiler: (SFW) (click to show/hide)



I'm such a tease... 😏

We are all going to hell, huh?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Naes Draw** on **July 19, 2011, 12:18:35 pm**

This is Bay 12. Frankly, I think that's mild compared to things people have pulled.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Aklyon** on **July 19, 2011, 12:20:58 pm**

Quote from: Cerol Lenslens on July 19, 2011, 09:56:10 am

Quote from: ottottott on July 19, 2011, 01:39:11 am

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Oh? Let's put that to the test, shall we?

Spoiler: (SFW) (click to show/hide)



I'm such a tease... 😏

You could make it much less out of place by involving the dark fog instead of The Box. Having all of the stuff nearby could be fogging the memory some.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Virex** on **July 19, 2011, 02:09:59 pm**

Quote from: Cerol Lenslens on July 19, 2011, 09:56:10 am

Quote from: ottottott on July 19, 2011, 01:39:11 am

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Spoiler: (SFW) (click to show/hide)



I'm such a tease... 😊

Man, Amala looks pissed that she can't remember that right XD

Quote from: Naes Draw on July 19, 2011, 12:18:35 pm

This is Bay 12. Frankly, I think that's mild compared to things people have pulled.

But.. But think of the children! And not the ones you killed with their father's crotch this morning!

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **quip** on **July 19, 2011, 03:25:10 pm**

Quote from: Virex on July 19, 2011, 02:09:59 pm

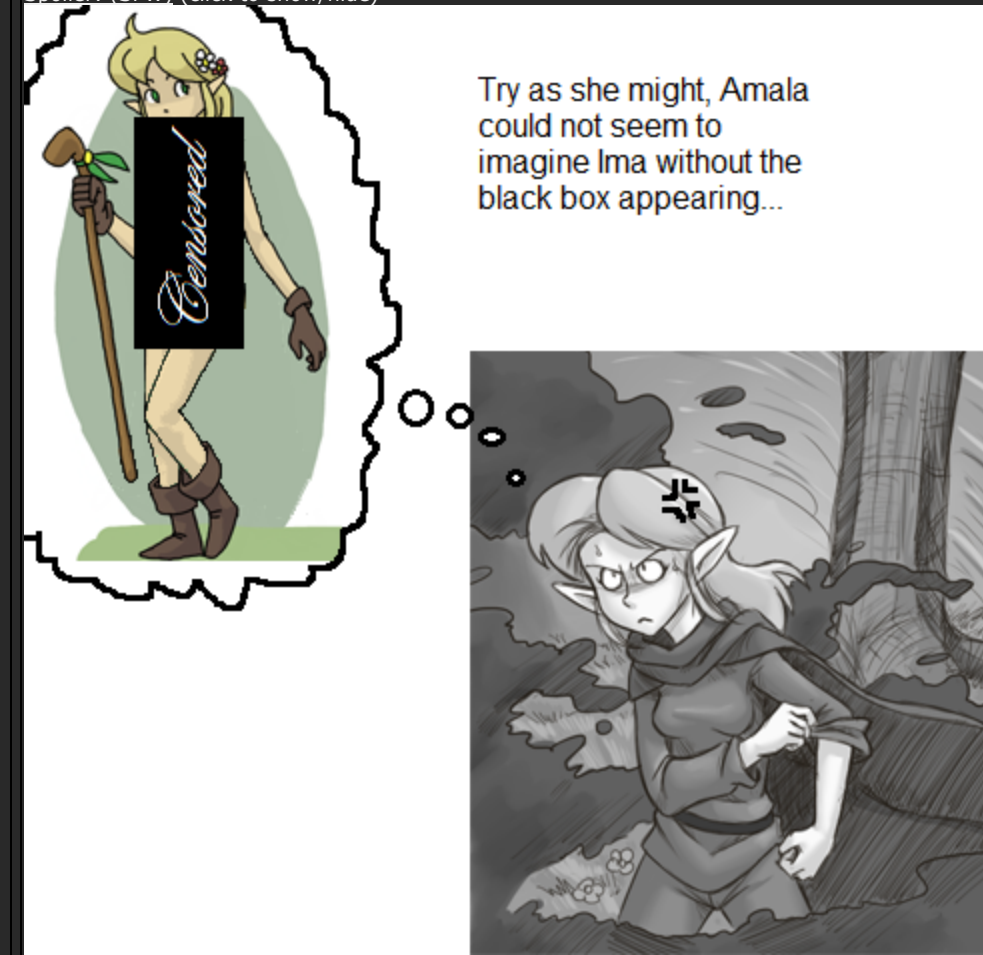
Quote from: Cerol Lenslens on July 19, 2011, 09:56:10 am

Quote from: ottottott on July 19, 2011, 01:39:11 am

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This is Bay 12. Frankly, I think that's mild compared to things people have pulled.

But.. But think of the children! And not the ones you killed with their father's crotch this morning!

You mean the ones who ran next to that river trying to get away from me and got dragged in by carp?

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **DarkerDark** on **July 19, 2011, 03:38:23 pm**

LOL! Don't worry, I'm keeping it all work safe. We don't need another word of warning from Toady One.

listens to the chorus of disappointed sighs

Still, that doesn't mean you can't SUGGEST wild and crazy things, as that often leads to the most laughs. :P

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Sensei** on **July 19, 2011, 03:42:58 pm**

There was... that one thread. With the goblins. While NSFW images have gone by now and then without bans, and so did the notorious goblin thread, I think Toady said something along the lines of "for the love of all that is holy don't do this again".

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Haspen** on **July 19, 2011, 03:44:30 pm**

Quote from: Sensei on July 19, 2011, 03:42:58 pm
There was... that one thread. With the goblins. While NSFW images have gone by now and then without bans, and so did the notorious goblin thread, I think Toady said something along the lines of "for the love of all that is holy don't do this again".

The title of 'Goblin Fortress [NSFW]' still is buried deep into my mind. The things I saw there...

Cannot be unseen :P

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ultimuh** on **July 19, 2011, 03:49:59 pm**

Anyway, we should get moving. Amala should head for one of the directions the signs are pointing at. Have her check if there is anything written on the signs.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Flaede** on **July 19, 2011, 09:19:33 pm**

Quote from: Haspen on July 19, 2011, 03:44:30 pm
Quote from: Sensei on July 19, 2011, 03:42:58 pm
There was... that one thread. With the goblins. While NSFW images have gone by now and then without bans, and so did the notorious goblin thread, I think Toady said something along the lines of "for the love of all that is holy don't do this again".

The title of 'Goblin Fortress [NSFW]' still is buried deep into my mind. The things I saw there...

Cannot be unseen :P

Some unknown force steered me away from clicking on that thread. I am glad for it.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rumrusher** on **July 19, 2011, 10:03:12 pm**

Quote from: Flaede on July 19, 2011, 09:19:33 pm
Quote from: Haspen on July 19, 2011, 03:44:30 pm
Quote from: Sensei on July 19, 2011, 03:42:58 pm
There was... that one thread. With the goblins. While NSFW images have gone by now and then without bans, and so did the notorious goblin thread, I think Toady said something along the lines of "for the love of all that is holy don't do this again".

The title of 'Goblin Fortress [NSFW]' still is buried deep into my mind. The things I saw there...

Cannot be unseen :P

Some unknown force steered me away from clicking on that thread. I am glad for it.

more like now forgotten but will be blown up to crazy proportions like Threearms McGirlPuncher, but enough about mellow threads that got deleted.
~~I wonder if having the princess be a sectoid could skate around the issue~~
So given how Drunk elves can get going off of threetoes stories the comment on the princess going to lead to a transition of a flash back where all the royal members got trashed and started streaking through the woods and Amala after seeing this quit her day job to join the rangers?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Aklyon** on **July 19, 2011, 10:08:50 pm**

That could work.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ottottott** on **July 20, 2011, 12:32:53 am**

Quote from: DarkerDark on July 19, 2011, 03:38:23 pm
We don't need another word of warning from Toady One.

We have one?
Otherwise, nice ideas. Nothing to comment on those.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **SHADOWdump** on **July 20, 2011, 12:41:24 am**

Quote from: ottottott on July 20, 2011, 12:32:53 am
Quote from: DarkerDark on July 19, 2011, 03:38:23 pm
We don't need another word of warning from Toady One.
We have one?
Otherwise, nice ideas. Nothing to comment on those.

First time happened due to the 'thiiiiiiiiis' spam.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **QuakeIV** on **July 20, 2011, 12:50:22 am**

Quote from: DarkerDark on July 18, 2011, 04:22:26 pm
Quote from: QuakeIV on July 18, 2011, 12:44:47 pm
Im not seeing the images.

Hm. Bandwidth usage is at 5% of the limit, according to my Photobucket account. I wonder if your browser is blocking them for some reason. Are you just missing the latest update images, or can you not see images from any of my posts?

On another note, I forgot to post Amala donning her shoes. DoH! Ah well... such is the way of late night updates.

It appears to be all of them at this point.

I tried loading some of the images by grabbing the direct link from your posts and loading that.

I got a 404 not found.

I propose she takes the path up, since that's obviously the way where her memories of becoming a ranger lie ;)

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Lucus Casius** on **July 21, 2011, 10:11:10 am**

No, no. Obviously, up is the LAST direction we are supposed to take because it is the least obvious. In the meantime, we must take each of the paths in order from left to right.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **LeoLeonardoIII** on **July 21, 2011, 10:53:30 am**

> Open barrel

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rumrusher** on **July 21, 2011, 12:00:59 pm**

Quote from: LeoLeonardoIII on July 21, 2011, 10:53:30 am

> Open barrel

find vegetable Oil in barrel, poor that stuff all over you and take up Turkish wrestling.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ottottott** on **July 21, 2011, 12:02:32 pm**

Quote from: Lucus Casius on July 21, 2011, 10:11:10 am

In the meantime, we must take each of the paths in order from left to right.

It's all in the point of view... Just go to that side of the post, that the sign, pointing to the tree and barrel, is left of you.

Quote from: Rumrusher on July 21, 2011, 12:00:59 pm

Quote from: LeoLeonardoIII on July 21, 2011, 10:53:30 am

> Open barrel

find vegetable Oil in barrel, poor that stuff all over you and take up Turkish wrestling.

With who? Cipone? That'd be horrible to watch!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Urist McCheeseMaker** on **July 21, 2011, 12:08:43 pm**

Quote from: ottottott on July 21, 2011, 12:02:32 pm

Quote from: Lucus Casius on July 21, 2011, 10:11:10 am

In the meantime, we must take each of the paths in order from left to right.

It's all in the point of view... Just go to that side of the post, that the sign, pointing to the tree and barrel, is left of you.

Quote from: Rumrusher on July 21, 2011, 12:00:59 pm

Quote from: LeoLeonardoIII on July 21, 2011, 10:53:30 am

> Open barrel

find vegetable Oil in barrel, poor that stuff all over you and take up Turkish wrestling.

With who? Cipone? That'd be horrible to watch!

As the meme goes, "I've seen enough hentai to know where this is going.."

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rumrusher** on **July 21, 2011, 12:16:42 pm**

Quote from: ottottott on July 21, 2011, 12:02:32 pm

Quote from: Lucus Casius on July 21, 2011, 10:11:10 am

In the meantime, we must take each of the paths in order from left to right.

It's all in the point of view... Just go to that side of the post, that the sign, pointing to the tree and barrel, is left of you.

Quote from: Rumrusher on July 21, 2011, 12:00:59 pm

Quote from: LeoLeonardoIII on July 21, 2011, 10:53:30 am

> Open barrel

find vegetable Oil in barrel, poor that stuff all over you and take up Turkish wrestling.

With who? Cipone? That'd be horrible to watch!

What? that guy terrible, I mean join the Turkish wrestling circuit.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Flaede** on **July 21, 2011, 05:23:28 pm**

Quote from: ottottott on July 21, 2011, 12:02:32 pm

Quote from: Lucus Casius on July 21, 2011, 10:11:10 am

In the meantime, we must take each of the paths in order from left to right.

It's all in the point of view... Just go to that side of the post, that the sign, pointing to the tree and barrel, is left of you.

Quote from: Rumrusher on July 21, 2011, 12:00:59 pm

Quote from: LeoLeonardoIII on July 21, 2011, 10:53:30 am

> Open barrel

find vegetable Oil in barrel, poor that stuff all over you and take up Turkish wrestling.

With who? Cipone? That'd be horrible to watch!

I think Cipone is an anagram for Epic No!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rumrusher** on **July 21, 2011, 07:14:27 pm**

or Con pie.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **stabbymcstabstab** on **July 21, 2011, 10:40:00 pm**

Posting to watch and check the barrel

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ottottott** on **July 22, 2011, 12:43:38 am**

Cipone is the elven word for creepy.
Amala is the eleven word for nature.

And apparently Amanereli is made of two elven words. Amane means silky and reli means rein.
I simply love that DF has given us all the languages! Maybe I should make a message cipherer with those...

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **SHAD0Wdump** on **July 22, 2011, 02:01:20 am**

Quote from: ottottott on July 22, 2011, 12:43:38 am
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Huh... I'm impressed Darkerdark payed that close attention with these names.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ed boy** on **July 22, 2011, 03:35:31 am**

Quote from: SHAD0Wdump on July 22, 2011, 02:01:20 am
Quote from: ottottott on July 22, 2011, 12:43:38 am
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Huh... I'm impressed Darkerdark payed that close attention with these names.

Were you not blown away by Ngusnogsted Obngot?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Haspen** on **July 22, 2011, 03:52:52 am**

Quote from: ed boy on July 22, 2011, 03:35:31 am
Quote from: SHAD0Wdump on July 22, 2011, 02:01:20 am
Quote from: ottottott on July 22, 2011, 12:43:38 am
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I simply love that DF has given us all the languages! Maybe I should make a message cipherer with those...
Huh... I'm impressed Darkerdark payed that close attention with these names.
Were you not blown away by Ngusnogsted Obngot?

It's in goblin, in case one would seek translation ;)

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rexfelum** on **July 22, 2011, 12:04:03 pm**

Oh, one general piece of advice for this entire vision-quest segment:

Do not trust the rainbow snail.

--Rexfelum

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Aklyon** on **July 22, 2011, 12:11:08 pm**

Do not eat the mushroom, either. ;)

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ultimuh** on **July 22, 2011, 12:11:47 pm**

Quote from: Aklyon on July 22, 2011, 12:11:08 pm
Do not eat the mushroom, either. ;)

You mean..
<THIS mushroom?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Urist McCheeseMaker** on **July 22, 2011, 01:27:35 pm**

Quote from: Ultimuh on July 22, 2011, 12:11:47 pm
Quote from: Aklyon on July 22, 2011, 12:11:08 pm
Do not eat the mushroom, either. ;)

You mean..
<THIS mushroom?

noms the mushroom and starts chanting "THIIIIIIIISSSSS!!!" while handing the mushroom over to others

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Aklyon** on **July 22, 2011, 01:32:20 pm**

Is that mushroom this one? (<http://www.youtube.com/watch?v=iGvZa3tiYwY>)

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **stabbymcstabstab** on **July 22, 2011, 01:54:53 pm**

LETA DO IT

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ottottott** on **July 23, 2011, 12:37:59 am**

Quote from: ed boy on July 22, 2011, 03:35:31 am
Quote from: SHAD0Wdump on July 22, 2011, 02:01:20 am
Quote from: ottottott on July 22, 2011, 12:43:38 am
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Huh... I'm impressed Darkerdark payed that close attention with these names.

Were you not blown away by Ngusnogsted Obngot?

toad large one_pref
Wut... Explain pl0x?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Japa** on **July 23, 2011, 12:46:27 am**

Toady one the great.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Scaraban** on **July 23, 2011, 04:39:55 am**

Quote from: Aklyon on July 22, 2011, 01:32:20 pm

Is that mushroom this one? (http://www.youtube.com/watch?v=iGvZa3tiYwY)

That was amazing...

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ottottott** on **July 23, 2011, 05:53:04 am**

Quote from: Japa on July 23, 2011, 12:46:27 am

Toady one the great.

Damn... Nice name selection. I wonder if he had this planned, when he chose that frogmen attack us? Maybe even sooner? We also knew we had an option to go through the swamp.
Also, that video... I... I don't know what to say... Speechless. 'tis all I can say.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Karnewarrior** on **July 23, 2011, 07:36:22 pm**

Quote from: Rexfelum on July 22, 2011, 12:04:03 pm

Oh, one general piece of advice for this entire vision-quest segment:

Do not trust the rainbow snail.

--Rexfelum

high-fives

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Hubris Incalculable** on **July 25, 2011, 09:02:42 am**

Quote from: Karnewarrior on July 23, 2011, 07:36:22 pm

Quote from: Rexfelum on July 22, 2011, 12:04:03 pm

Oh, one general piece of advice for this entire vision-quest segment:

Do not trust the rainbow snail.

--Rexfelum

high-fives

Inserts more high-fives

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rexfelum** on **July 25, 2011, 01:01:05 pm**

Quote from: hubris_incalculable on July 25, 2011, 09:02:42 am

Quote from: Karnewarrior on July 23, 2011, 07:36:22 pm

Quote from: Rexfelum on July 22, 2011, 12:04:03 pm

Oh, one general piece of advice for this entire vision-quest segment:

Do not trust the rainbow snail.

high-fives

Inserts more high-fives

I seem to be collecting high-fives. Can I trade them in for Gold or Exp?

--Rexfelum

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Hubris Incalculable** on **July 25, 2011, 05:00:27 pm**

Quote from: Rexfelum on July 25, 2011, 01:01:05 pm

Quote from: hubris_incalculable on July 25, 2011, 09:02:42 am

Quote from: Karnewarrior on July 23, 2011, 07:36:22 pm

Quote from: Rexfelum on July 22, 2011, 12:04:03 pm

Oh, one general piece of advice for this entire vision-quest segment:

Do not trust the rainbow snail.

high-fives

Inserts more high-fives

I seem to be collecting high-fives. Can I trade them in for Gold or Exp?

--Rexfelum

No, but I think someone is offering forex indicators for them in another thread. (http://www.bay12forums.com/smf/index.php?topic=89495.msg2230834#new)

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ottottott** on **July 26, 2011, 12:42:44 am**

I can't seem to get to said thread.
Also, get ready, more than a week has passed, which means it's less than 6 days to the next update. (Or that's why I understand from "once every week (or so)")

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Aklyon** on **July 26, 2011, 08:28:56 am**

That link is now here (<http://www.bay12forums.com/smf/index.php?topic=89651.0>)

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **crackesians** on **July 27, 2011, 07:18:02 pm**

pretty much spam....

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Siquo** on **July 28, 2011, 05:05:41 am**

This is the only forum I know that uses spam to seed it's pseudo-random post generators (aka "users").

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Scaraban** on **July 28, 2011, 05:11:08 am**

Cracked commenters frequently write responses to the spam-bots, and a website that many spam-bots promote made it into an article. I don't think anyone drags it as far as we do though.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ottofar** on **July 28, 2011, 05:29:24 am**

Quote from: crackesians on July 27, 2011, 07:18:02 pm

pretty much spam....

Go derp, it's as good a forum game as any.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **GreatJustice** on **July 29, 2011, 10:34:48 pm**

A sequence of events:

- (0) Conjure up images of Amala naked. WITH CLOWNS.
- (1) Initiate gratuitous amounts of bullettime for the purposes of running up a tree.
- (2) Eat a mushroom
- (3) If still capable, eat a snail
- (4) If the digestion of the mushroom and snail haven't caused something incredible to happen, attempt to eat a tree.
- (5) Having had enough FUN, find a very high surface from which to base jump. After all, by this point we have affirmed that the only way out of Limbo is suicide.
- (6) If none of the above are effective in fun generation, begin to mope about.

Fun notes:

- Don't mind the darkness. It just needs a friend.
- If something is causing problems, attempt to make it explode in a puff of logic.
- When all else fails, eat some shrooms.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **stabbymcstabtab** on **July 29, 2011, 11:36:14 pm**

Hey when did Darkerdark say he'll be back?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ottottott** on **July 30, 2011, 02:44:48 am**

I think he said he would keep with the grayscale sidestory for some time, updating about once a week or so. He does have his tablet though. Don't know what's keeping him ATM.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **TolyK** on **July 30, 2011, 12:24:08 pm**

>.>
<.<
0.0
...
0.0
(o).(o)
...

what have you guys done??

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Robocorn** on **July 30, 2011, 01:26:20 pm**

Is it too late for me to make off the wall assumptions about the dream and add bizarre photoshops. Because if it is this is some major faux pas. (Also, pass that fox)

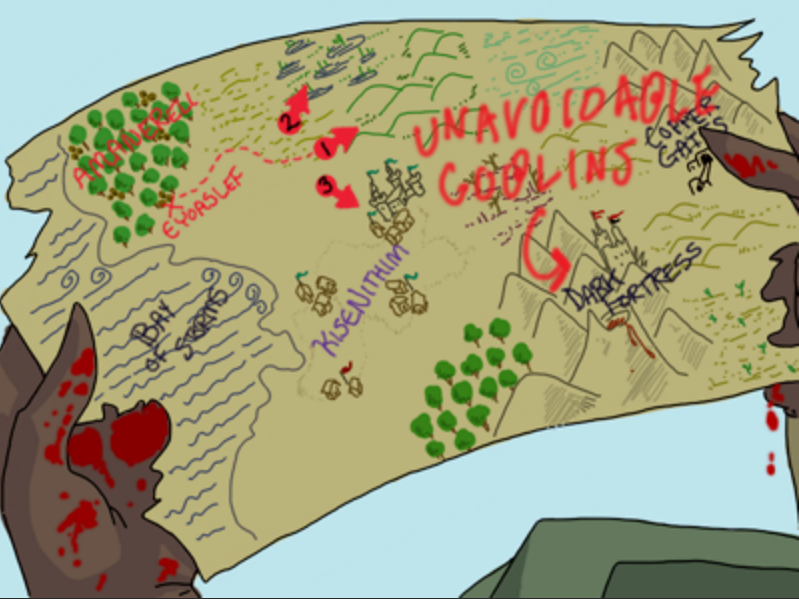
Red glowing eyes? Metal weaponry? Raspy and mocking voice?

Spoiler: Zoom in Enhance (click to show/hide)



It's a goblin. I'm almost completely sure that it's not even a little ambiguous. Everyone hates goblins, goblins are constant enemies. Their eyes frickin' glow red. And they're clearly on the map.

Spoiler: Goblin Map (click to show/hide)



So clearly my suggestion is to **find the dream goblin and kick his ass.**

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Kaelem Gaen** on **July 30, 2011, 06:42:11 pm**

Need to subscribe to this, but I say

- >Think about What lead to becoming a ranger
- also
- >Ruffle Cipone hair and tell him to be less creepy

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rumrusher** on **July 31, 2011, 03:22:12 am**

Quote from: Robocorn on July 30, 2011, 01:26:20 pm

Is it too late for me to make off the wall assumptions about the dream and add bizarre photoshops. Because if it is this is some major faux pas. (Also, pass that fox)

Red glowing eyes? Metal weaponry? Raspy and mocking voice?

Spoiler: Zoom in Enhance (click to show/hide)



It's a goblin. I'm almost completely sure that it's not even a little ambiguous. Everyone hates goblins, goblins are constant enemies. Their eyes frickin' glow red. And they're clearly on the map.

Spoiler: Goblin Map (click to show/hide)



So clearly my suggestion is to **find the dream goblin and kick his ass**.

dang dream goblins trying to steal amala's childhood.
also for a second I thought darkerdark updated, pretty good edit robocorn.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ottottott** on **July 31, 2011, 04:17:28 am**

Those goblins aren't unavoidable. In fact, we're currently completely avoiding them. The northern path clearly goes past them. We're currently at the Whispering Marshes. That means we've already taken the 2nd path and crossed through the Plains of Torment, where the elephants were. Though it's hard to say what exactly is where. DD only mentioned 3 places we'll be going through on the way. Those rings totally look like a marsh, so the area before it, must've been the Plains of Torment. Though if the green hills just ahead are the Hills of Foreboding, what are the light blue spirals and the yellow hills. I doubt we'll be crossing the purplish grass and dead trees, which is probably an evil area.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Robocorn** on **July 31, 2011, 05:37:24 am**

The concept of avoiding goblins simply by not walking by their stronghold is somewhat laughable. You don't go looking for goblins, goblins find *you*. Or to be less obtuse in my reasoning, there are hills in front of the copper gates, yes? There are goblins in those hills. In my experience, whenever you get a fort that has sufficient wealth, goblin ambush squads will show up to hide in the bushes outside with their goblin crossbows. However, because any good fortress owner knows they're there, nobody ever opens the front doors to the fortress. So, even after winter has come and gone there are still a bunch of hungry goblins with itchy trigger fingers waiting around the gates to the fortress waiting for anything to shoot, which (in my experience) is always elves.

Even if we hug the northern part of the map and climb the mountains to avoid going through the goblin hills, there will still probably be goblins lighting bags of crap on the dwarves' doorstep when we arrive.

~~(I mean, unless the goblins are dead, or conquered, or been entirely replaced by captured humans, there's not a whole lot of context for "Dark Fortress")~~

EDIT: Nope, the insidious goblins are explicitly mentioned in the OP :P

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ottottott** on **July 31, 2011, 05:47:58 am**

I see your point, but being that close to the dwarven fortress, I don't know what to expect. If their fortress is like the ones we make, we can expect a LOT of crazy things. And of course, above all things, I believe dwarves like making mass destruction machines. I'm not sure, if we should even expect life from there. Simply piles upon piles of corpses, to which ours' will be added by some crazy mechanism, that hasn't yet been triggered. But let's focus on the current events, shall we? Getting through the swamp, or perhaps even the dream. We haven't had a post for a longer time than I expected by DD's wording of the update frequency.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **quip** on **July 31, 2011, 09:01:00 am**

Wait, so if we do find these theoretical dead goblins, can we sell their corpses? I mean they might not be alive but could we call that bone crafts?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ottottott** on **July 31, 2011, 09:17:32 am**

I think we can. I mean... we have a dead elephant with 4 dead elves impaled on its tusks.
One of them is still smoking a pipe, and the one that tried to (a)rouse Amala has a flower in his mouth. I guess elves have independent jaws or something.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **stabbymcstabtab** on **July 31, 2011, 02:45:32 pm**

I doubt even if the dwarves are like us they would kill us we did bring them a titan and then theres Amala... We all know waht would happen if the dwarves try anything

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **GreatJustice** on **July 31, 2011, 05:12:11 pm**

Quote from: [ottottott](#) on July 31, 2011, 09:17:32 am

I think we can. I mean... we have a dead elephant with 4 dead elves impaled on its tusks.
One of them is still smoking a pipe, and the one that tried to (a)rouse Amala has a flower in his mouth. I guess elves have independent jaws or something.

Presumably elves are descendent partially from pitbulls.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Robocorn** on **July 31, 2011, 10:44:24 pm**

Quote from: [quip](#) on July 31, 2011, 09:01:00 am

Wait, so if we do find these theoretical dead goblins, can we sell their corpses? I mean they might not be alive but could we call that bone crafts?

Traditionally speaking, wouldn't we eat the corpses?

Quote from: stabbymcstabstab on July 31, 2011, 02:45:32 pm

I doubt even if the dwarves are like us they would kill us we did bring them a titan and then **theres Amala... We all know waht would happen if the dwarves try anything**

Amala would die ignominiously in a pool of molten rock?

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Rumrusher** on **August 01, 2011, 07:53:21 am**

Quote from: Robocorn on July 31, 2011, 10:44:24 pm

Quote from: quip on July 31, 2011, 09:01:00 am

Wait, so if we do find these theoretical dead goblins, can we sell their corpses? I mean they might not be alive but could we call that bone crafts?

Traditionally speaking, wouldn't we eat the corpses?

Quote from: stabbymcstabstab on July 31, 2011, 02:45:32 pm

I doubt even if the dwarves are like us they would kill us we did bring them a titan and then **theres Amala... We all know waht would happen if the dwarves try anything**

Amala would die ignominiously in a pool of molten rock?

Amala would be incased in molten rock, awaken to a nice bronze body and be in pure full rage, murdering every one.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **BunnyBob77** on **August 01, 2011, 07:57:12 am**

Quote from: Rumrusher on August 01, 2011, 07:53:21 am

Quote from: Robocorn on July 31, 2011, 10:44:24 pm

Quote from: quip on July 31, 2011, 09:01:00 am

Wait, so if we do find these theoretical dead goblins, can we sell their corpses? I mean they might not be alive but could we call that bone crafts?

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That's probably right. Now that I think about it, Amala is probably Cacame's long-lost sister.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **NoahTophatz** on **August 01, 2011, 07:57:43 am**

Quote from: Rumrusher on August 01, 2011, 07:53:21 am

Quote from: Robocorn on July 31, 2011, 10:44:24 pm

Quote from: quip on July 31, 2011, 09:01:00 am

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Amala would be incased in molten rock, awaken to a nice bronze body and be in pure full rage, murdering every one.

This is the most likely thing to happen if dwarfs introduce her to lava, or if underground magma

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Ironhand** on **August 01, 2011, 07:55:15 pm**

Hey! I have been watching this for a while, and I just realized I've never praised you for it.

In short, this is quite simply my favorite active project on this forum. You are nothing more or less than a genius.

Don't ever stop being awesome! You are an inspiration. :D

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Karnewarrior** on **August 01, 2011, 08:47:38 pm**

Quote from: BunnyBob77 on August 01, 2011, 07:57:12 am

Quote from: Rumrusher on August 01, 2011, 07:53:21 am

Quote from: Robocorn on July 31, 2011, 10:44:24 pm

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Amala would be incased in molten rock, awaken to a nice bronze body and be in pure full rage, murdering every one.

That's probably right. Now that I think about it, Amala is probably Cacame's long-lost sister.

Or his mom.

I could totally see Amala being Cacame's Mom.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Rumrusher** on **August 01, 2011, 11:08:53 pm**

Anything but his wife, we all know what happen to his wife.

Which brings me up a crazy idea why haven't we seen these elves eat the corpses of their own kind already.

That smoke cloud nonsense it could have also been zombie bogeymen I had that same thing happen to me once.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **TolyK** on **August 02, 2011, 01:15:33 am**

Quote from: Ironhand on August 01, 2011, 07:55:15 pm

Hey! I have been watching this for a while, and I just realized I've never praised you for it.

In short, this is quite simply my favorite active project on this forum. You are nothing more or less than a genius.

Don't ever stop being awesome! You are an inspiration. :D

goldclap

...

Get the hell away from him...

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Julien Brightside** on **August 02, 2011, 07:10:56 pm**

Quote from: Rumrusher on August 01, 2011, 11:08:53 pm

Which brings me up a crazy idea why haven't we seen these elves eat the corpses of their own kind already.

Too busy avoiding death to get a proper lunch break I guess?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Japa** on **August 02, 2011, 10:12:18 pm**

Quote from: Julien Brightside on August 02, 2011, 07:10:56 pm

Quote from: Rumrusher on August 01, 2011, 11:08:53 pm

Which brings me up a crazy idea why haven't we seen these elves eat the corpses of their own kind already.

Too busy avoiding death to get a proper lunch break I guess?

I was under the impression that it wasn't actually something voluntary.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ottottott** on **August 03, 2011, 01:08:43 am**

Where's the assumption coming, that elves eat corpses of all dead creatures, or at least, that's what I'm understanding here...

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Tiruin** on **August 03, 2011, 08:27:12 am**

Correction I guess: Elves eat the corpses of those ***defeated in combat against them***

Frog's legs anyone?

Wait...they are sentients....

But still, I have respect for elves, no matter what they are (unless they start cannibalism, that's my line for that. Just too used to thinking of them as those described in Tolkien's work)

Also, I've only seen this thread now, years in the making :D

I love art.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ottottott** on **August 03, 2011, 11:23:50 am**

Elves eat all creatures they defeat? Even the intelligent ones? Must be growing too used to those I've read on 'em popular books. (Or movies, web comics, w'ever. They're popular, so that's what makes me belive, that most others see them the same way. If the creatures are non-existent, the "right" version of them is the most popular one.)

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Japa** on **August 03, 2011, 11:28:13 am**

it's part of DF canon that elves have an irresistible urge to eat slain foes. even half-elf-half-goblins find it hard to rest.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Flaede** on **August 03, 2011, 09:03:27 pm**

It's true. Scary cannibal elves. I remember them getting mad at having blood on the stuff you sold them, though. At least now it's just if it involves trees!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **stabbymcstabstab** on **August 03, 2011, 09:24:09 pm**

I got a question for you Flaede would you get made if someone tried to sell you a weapon doused in your friends blood?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Flaede** on **August 03, 2011, 09:32:50 pm**

Quote from: stabbymcstabstab on August 03, 2011, 09:24:09 pm

I got a question for you Flaede would you get made if someone tried to sell you a weapon doused in your friends blood?

No, no, usually it was goblin blood. and often it was the clothes the goblins had been wearing. Unless I mis-remember and it was decorated with wood as well (but I don't think so, I'm pretty sure they just objected to more back then)

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Tiruin** on **August 04, 2011, 07:58:51 am**

Could we still make suggestions regarding the elves' fate?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **stabbymcstabstab** on **August 04, 2011, 09:49:21 am**

Yep.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ottottott** on **August 04, 2011, 10:08:04 am**

DarkerDark has once again, with no warning, left, and been gone for over a week.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **TolyK** on **August 04, 2011, 10:34:35 am**

We need to Light Up This Thread!
:P

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Tiruin** on **August 04, 2011, 06:48:38 pm**

Suggestion:

Come to think of it, with the early deaths by now and few warriors at our disposal given the situation, why not try to train the other untrained novices in the art of medical care using the herbs that they know how to use?

You know, while the others are busy getting Amala back :P

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **stabbymcstabstab** on **August 04, 2011, 07:39:53 pm**

Any one heard form DarkerDark? its around 18 days now.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Johnfalcon99977** on **August 04, 2011, 07:56:36 pm**

Let the man do his art! It takes time, these things!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **stabbymcstabstab** on **August 04, 2011, 08:28:45 pm**

Sorry but a Toadys last post is making me jumpy I can't wait ny more

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Tiruin** on **August 05, 2011, 04:59:47 am**

I guess he is just stalking what we might do next, judging by what happened last times I could say that he looks then picks what we say without saying anything.

Really playing the gamemaster perfectly.

Real art takes time ;)

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ottottott** on **August 05, 2011, 09:52:56 am**

Quote from: Tiruin on August 05, 2011, 04:59:47 am
I guess he is just stalking what we might do next, judging by what happened last times I could say that he looks then picks what we say without saying anything.
He hasn't visited since 26.07!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **TheSummoner** on **August 05, 2011, 12:25:46 pm**

Maybe he took a few days to let people put in suggestions and then took a few more to draw it. It's already done, but he decided to add an extra day to the wait every time someone complains about it not being there already.

It's free entertainment and I'm sure he has a life outside of drawing for our amusement. Most people do. Be patient.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ottottott** on **August 05, 2011, 02:09:22 pm**

I think you're over-thinking it. The 1st part is reasonable, but to wait every day someone complains? He'd have to log himself out for that, as else it would register him being online, which he hasn't been for a while. It'd also be kind of cruel, and we wouldn't understand, nor would he get us to stop posting, if that's what he wants at all. It would be much more effective to just tell it to us. Though, honestly, I doubt it's the case.
I understand he's doing it of his own free will and time, with almost no rewards. And I, personally, wouldn't be mad, or anything, at him, should he decide to stop making this. He's got every right. I just find it wrong to tell us, that he'll update about once a week, and then go weeks with absolutely no mark, not even a notification or hint, that he doesn't want to draw right now. (If his computer's broken or something similar, that's stopping him from even notifying us, that's understandable. But I really doubt it. =b He's had enough broken technology lately.)

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Theodolus** on **August 05, 2011, 04:25:47 pm**

Gotta say that this is awesome and hopefully DarkerDark comes back soon. I can't believe I missed this for so long either. So keep up the good work DarkerDark!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **DarkerDark** on **August 08, 2011, 07:05:49 pm**

Quote from: [stabbymcstabtab](#) on August 04, 2011, 07:39:53 pm
Any one heard form DarkerDark? its around 18 days now.

I am not dead yet. Though, the summer heat has tried its hardest. These last couple of weeks have seen my hours get completely screwed around where it feels like I'm suffering from jet lag every day. I have a whole bunch of drawings done up, and in all honesty I should have probably updated two weeks ago. But they just feel like they're missing something, so I keep drawing more. And more. AND MORE! And then I figure "Hey, if I can draw so many pictures, maybe this next update should be in a comic format?" And then after fiddling around in Photoshop, I realize that it would take up too much space, so I start over.

...

Why must I make things so difficult?!

Also: TF2. I am addicted and need help. Does anyone have a TF2aholics anonymous group they could forward to me? It has this way of turning a 30 minute session into an all night affair.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rexfelum** on **August 09, 2011, 12:10:32 am**

Quote from: [DarkerDark](#) on August 08, 2011, 07:05:49 pm
It has this way of turning a 30 minute session into an all night affair.

You might try playing "Dwarf Fortress." I hear playing it causes no problems that could be described as similar in any way, whatsoever.

--Rexfelum

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Dorten** on **August 09, 2011, 12:16:37 am**

Quote from: [Rexfelum](#) on August 09, 2011, 12:10:32 am
Quote from: [DarkerDark](#) on August 08, 2011, 07:05:49 pm
It has this way of turning a 30 minute session into an all night affair.

You might try playing "Dwarf Fortress." I hear playing it causes no problems that could be described as similar in any way, whatsoever.
--Rexfelum

Yep. With it you do not ever plan 30 minut sessions, and know exactly, that each will be an all night affair Ж)

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ottottott** on **August 09, 2011, 01:28:18 am**

Glad to hear you're working so hard on this. Apparently too hard. Unluckily I can't give you any advice about either of your problems. (Except... Maybe you should just go with what you have? I think bad (I'm sure they're still awesome, even though apparently not as awesome, as you want them to be.) or short updates every week are better than a good and long update every month. If you don't feel like that, maybe still make a short post each week, saying how's progress. It seems most of us start to get the feeling you're not caring about this, if you don't even check in.) But heck! Your life, live it how you want to. =)
So TF2 is **that** great, huh? I just don't have those 11 gigabytes of free room on my computer. Filled with other games, that I get for free almost faster, than I can play them.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Urist McCheeseMaker** on **August 09, 2011, 04:38:53 am**

If you want someone to talk artstuff with, Dark, I'd be happy to. I'm not as skilled as you, but I might be able to help out.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Siquo** on **August 09, 2011, 05:02:16 am**

Quote from: [DarkerDark](#) on August 08, 2011, 07:05:49 pm
Also: TF2. I am addicted and need help. Does anyone have a TF2aholics anonymous group they could forward to me? It has this way of turning a 30 minute session into an all night affair.

I feel ya. You play on the DFC server? I'll make you ragequit so you can draw more. ;D

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Julien Brightside** on **August 09, 2011, 08:34:24 am**

I am curious of what you have been drawing.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Armok** on **August 09, 2011, 09:09:43 am**

Just sort what you have already into several updates, polish of the worst bits, and post it already!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **USEC_OFFICER** on **August 09, 2011, 03:35:02 pm**

Quote from: [Siquo](#) on August 09, 2011, 05:02:16 am
Quote from: [DarkerDark](#) on August 08, 2011, 07:05:49 pm
Also: TF2. I am addicted and need help. Does anyone have a TF2aholics anonymous group they could forward to me? It has this way of turning a 30 minute session into an all night affair.
I feel ya. You play on the DFC server? I'll make you ragequit so you can draw more. ;D

He's not lying. I have yet to see someone dethrone him from the top of the leader-board[/stealth_compliment]

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Alternatecash** on **August 09, 2011, 04:25:12 pm**

Please, post anything you have! I know the first taste is free, but quit holding out on me!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Dorten** on **August 09, 2011, 10:27:58 pm**

Quote from: Armok on August 09, 2011, 09:09:43 am
Just sort what you have already into several updates, ~~polish of the worst bits~~, and post it already!

This way.
Don't polish anything, it will make other bits worst. You polish them and OTHER will become worst. So, don't even start polishing! >:(

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **TheSummoner** on **August 10, 2011, 05:02:13 pm**

Or... Do polish until you're satisfied with it. Then post it when you're ready.

Seriously... Were it me being told not to bother trying to make it look good, I'd probably respond with intentionally crappy drawings. Stick figure Amala stabbing stick figure Cipone in the eye with what appears to be a fork and then proudly proclaiming "Now to rescu the careavan!" and a panel of her flying while carrying it all away.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **USEC_OFFICER** on **August 10, 2011, 05:18:50 pm**

Quote from: TheSummoner on August 10, 2011, 05:02:13 pm
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...
That sounds incredibly awesome. I can't wait for it!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ottottott** on **August 11, 2011, 01:43:07 am**

Honestly, I don't think I've seen a crappy drawing from DD. Even the one drawn with the trackball (Because of the absence of your tablet.) was way awesome!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Karnewarrior** on **August 11, 2011, 07:26:03 pm**

Quote from: USEC OFFICER on August 10, 2011, 05:18:50 pm
Quote from: TheSummoner on August 10, 2011, 05:02:13 pm
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...
That sounds incredibly awesome. I can't wait for it!

Now someone has to write a EoA version of My Immortal.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **quip** on **August 12, 2011, 02:23:48 am**

Quote from: Karnewarrior on August 11, 2011, 07:26:03 pm
Quote from: USEC OFFICER on August 10, 2011, 05:18:50 pm
Quote from: TheSummoner on August 10, 2011, 05:02:13 pm
Seriously... Were it me being told not to bother trying to make it look good, I'd probably respond with intentionally crappy drawings. Stick figure Amala stabbing stick figure Cipone in the eye with what appears to be a fork and then proudly proclaiming "Now to rescu the careavan!" and a panel of her flying while carrying it all away.
...
That sounds incredibly awesome. I can't wait for it!
Now someone has to write a EoA version of My Immortal.

What like: Hi my name is Hex Glo'om Crazy Hawk Path (I used to be called Amala Nightglimmer but then I became Goffick lolz, that name was just soooooo preppy (an if ur a prep then go away!)).

...
Shudder

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Tiruin** on **August 12, 2011, 04:53:08 am**

Isn't anyone suggesting anymore or have I missed out on where we are at?

Oh right, Amala is busy :)

Suggestion due to lack of posts (?) : Since we have a band of warriors chasing after Amala why don't they try to fire a grapple to the boat and fasten the rope end to a pair of arrows which will be fired on either side, hitting the foliage nearby to try to slow the speed of the ship so they could catch up. The speed isn't looking too good, waterfall maybe...

Also since we have idle elves back at the bank who are skilled in various crafts, why not produce more while waiting (ammo since we can't have infinite ammo in the art can we? try getting local herbs, train [give] medical care on the wounded like I suggested before?)

Also, while they wait why not try to "fix" everything up? Check the health of animals, try to talk to the caged titan who will NOT kill anyone since he is caged and post some novice sentries so nothing can harm them.

Don't forget, frogmen have died against elves today, we have food!

Oh yes and we need the turtle.

P.S. We need lots of elves to survive for later, the map is edging us close to civilization either way. That would lead to a lot more elven ~~fun~~ creativity! We could be the first caravan with over 10+ elves! I wonder where the sidestory is leading to...Foreshadowing is fun!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **K17U** on **August 21, 2011, 04:08:52 pm**

I wish I had children, so I could print this story out, and make it into a picture book for them.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **rangarkash** on **August 21, 2011, 04:25:33 pm**

Quote from: K17U on August 21, 2011, 04:08:52 pm
I wish I had children, so I could print this story out, and make it into a picture book for them.

Why so eager to scar your progeny? :p

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **K17U** on **August 21, 2011, 04:46:41 pm**

Quote from: rangarkash on August 21, 2011, 04:25:33 pm
Why so eager to scar your progeny? :p

I wouldn't be scarring them. It would condition them to grow into proper DF players.

That aside, the grade of violence in this isn't a lot worse than that of one of those fairy tales from ye olden days.
Or Struwwelpeter, for that matter.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **chuckthegr8** on **August 21, 2011, 09:31:52 pm**

I agree with Tiruin, and try another Arrow-With-Rope on the boat to bring it under control. See if we can bring it to a bank.

For the Camp; Care for wounded, keep a couple of sentries to watch out for more Frogmen, Make crafts+food from Frogmen, ??? Profit!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **peri609667** on **September 08, 2011, 07:38:00 am**

WEN iz durkadurk cumin bak?? eye hurr'd eh wuz rly gud >:(:-X :(:'(

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Tiruin** on **September 08, 2011, 08:45:41 am**

Darkerdark takes time in making his art. That or he's busy relaxing from it and getting better/new ideas :) . With all the suggestions and a nice sub-plot I'd bet he will be taking a long time in making it all.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ottottott** on **September 08, 2011, 10:13:06 am**

Well he last checked in 2 days ago, but his last post is from a month ago. Not sure what's the problem. D=

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Aklyon** on **September 08, 2011, 01:42:25 pm**

Quote from: Tiruin on September 08, 2011, 08:45:41 am
Darkerdark takes time in making his art. That or he's busy relaxing from it and getting better/new ideas :) . With all the suggestions and a nice sub-plot I'd bet he will be taking a long time in making it all.

Or more tablet problems.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **peri609667** on **September 08, 2011, 07:02:22 pm**

Quote from: Aklyon on September 08, 2011, 01:42:25 pm
Quote from: Tiruin on September 08, 2011, 08:45:41 am
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Or more tablet problems.

I doubt it has anything to do with the tablet since the entire point of the side-story was to continue uploading something while he waits for the tablet to return (he's drawing it with the mouse, remember?). If i had to take a guess I'd say he's fallen victim to the evil charms of TF2 again... STOP BEING DISTRACTED BY VID-YA GAMES, YOU ARE NOT BEING KREDIT TO TEAM!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Aklyon** on **September 08, 2011, 07:08:48 pm**

Quote from: peri609667 on September 08, 2011, 07:02:22 pm
Quote from: Aklyon on September 08, 2011, 01:42:25 pm
Quote from: Tiruin on September 08, 2011, 08:45:41 am
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If he's in a gameful of f2p-ers who are newish, he probably is Kredit to team though. (Like how I somehow managed to take first place as non-gunslinger Engy in one game awhile ago)

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Siquo** on **September 09, 2011, 04:51:03 am**

Quote from: Aklyon on September 08, 2011, 07:08:48 pm
(Like how I somehow managed to take first place as non-gunslinger Engy in one game awhile ago)

Easy. If you're in a really horrible team you can get first place just by teleporting them...

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **peri609667** on **September 09, 2011, 07:22:26 am**

Quote from: Siquo on September 09, 2011, 04:51:03 am

Quote from: Aklyon on September 08, 2011, 07:08:48 pm

(Like how I somehow managed to take first place as non-gunslinger Engy in one game awhile ago)

Easy. If you're in a really horrible team you can get first place just by teleporting them...

Seconded. I've managed to get first place on the leader boards multiple times just by setting up a base and killing spies that try to wreck it. No further contribution required.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Aklyon** on **September 09, 2011, 10:57:21 am**

Huh, I didn't know you got points from teles. I thought that was just a random statistic in the score screen.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Tiruin** on **October 07, 2011, 10:02:51 am**

This *Shall **Not Die!***

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **QuakeIV** on **October 07, 2011, 01:46:12 pm**

Quote from: Tiruin on October 07, 2011, 10:02:51 am

This *Shall **Not Die!***



Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Dorten** on **October 12, 2011, 12:13:55 am**

Quote from: QuakeIV on October 07, 2011, 01:46:12 pm

Quote from: Tiruin on October 07, 2011, 10:02:51 am

This *Shall **Not Die!***



This.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **stabbymcstabstab** on **October 16, 2011, 11:48:25 am**

This shall survive.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Taco Dan** on **October 16, 2011, 11:15:50 pm**

This died a long time ago, guys. I'm sorry, but it's true.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Vester** on **October 17, 2011, 09:40:58 am**

You have to admire the power of their faith, though.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **quip** on **October 17, 2011, 09:56:17 am**

SHHHHH! Maybe if we hope hard enough it'll come back to life! ...Maybe...

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ottottott** on **October 17, 2011, 01:57:33 pm**

Joining in hoping for this to be revived by the almighty DD!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ashton1993** on **October 17, 2011, 02:00:45 pm**

Would be awful nice if it became alive again, never suggested anything but read through all the updates, was good :D

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **QuakeIV** on **October 17, 2011, 02:50:24 pm**

I only hoped it would reach the dwarves, I was thinking DD would portray them so freaking awesomely.

Well, I guess theres still hope for that, but its going way too slowly. Now theres this weird Amala dream arc.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Urist McCheeseMaker** on **October 17, 2011, 05:47:22 pm**

I just want to see more DarkerDark artstuffs, no matter what the hell it's about. This story was pretty nice though.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **stabbymcstabstab** on **October 17, 2011, 06:05:21 pm**

I know I wonder where he is Forum GMs tend to disappear when the game gets to a awesome part.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Tiruin** on **October 17, 2011, 08:56:16 pm**

Quote from: stabbymcstabstab on October 17, 2011, 06:05:21 pm

I know I wonder where he is Forum GMs tend to disappear when the game gets to a awesome part.

Or just when I posted in it...

:'(

Only time I got to see epic artwork in a fun sort of way is when it *dies*?!

[/sorrow]

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **stabbymcstabstab** on **October 17, 2011, 09:48:23 pm**

me to bro me to...

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **The Master** on **October 21, 2011, 09:32:48 pm**

Quote from: The Master on July 07, 2011, 07:32:23 pm

A crowd of elves gather around an adamantium statue with a memorial slab in front of it. Etched into the statue, there are fifty coffins and fifty clothed skeletons, the skeletons are slumped over each over. On the slab, it reads: "This statue is dedicated to the elves lost during the greatest caravan trek in elven history." One of the elves in crowd, the queen herself, shoves her way forward to see what crowd is looking at. Even before reading the slab, she knew that something was horribly familiar about the figures engraved into it. Upon reading the slab, she crumbles to the ground, dead. Wails of sorrow echo throughout the land. Kobalds drop what their stealing, Humans toss their weapons to the ground, and even the dwarves put down their drinks. The whole world seems to stop and listen.

This marked the beginning of a new age: the Golden Age. For the sake of the elves, may Armok rest their broken souls.

This is now relevant.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Aklyon** on **October 21, 2011, 09:34:55 pm**

Only as much as it was then, anyway. I'm on the side of 'its not dead until it is' here, since I also have a thing that gets sporadically updated >.>

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Tiruin** on **October 22, 2011, 04:06:55 am**

Isn't a thread dead until the creator says its dead?

Grrr...too late to see it in all its glory. Ahh Hall of Legends :'(

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **stabbymcstabstab** on **October 22, 2011, 09:14:55 am**

Guys its time to put this to rest DD isn't coming back he's gone... Wait has any one messaged him to remind him about this?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ashton1993** on **October 22, 2011, 09:16:48 am**

Quote from: stabbymcstabstab on October 22, 2011, 09:14:55 am

Guys its time to put this to rest DD isn't coming back he's gone... Wait has any one messaged him to remind him about this?

Well he seems to have been updating once every couple of months...

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **stabbymcstabstab** on **October 22, 2011, 02:25:03 pm**

still he's been gone for a while even for him.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ashton1993** on **October 22, 2011, 02:25:57 pm**

Quote from: stabbymcstabstab on October 22, 2011, 02:25:03 pm

still he's been gone for a while even for him.

Stop that pessimism right now! :P

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **stabbymcstabstab** on **October 22, 2011, 07:41:05 pm**

Sorry I act like that when great things start looking bleak.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Tiruin** on **October 22, 2011, 11:59:39 pm**

After darkest night comes brightest dawn.

Yeah, I don't believe it is dead until the creator says so.
This is in the Hall of Legends for a reason.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Japa** on **October 23, 2011, 12:08:03 am**

It's been 5 weeks since she logged into deviantart, even.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **The Master** on **October 23, 2011, 05:12:58 am**

let the thread rest in peace! :D

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Hugo_The_Dwarf** on **November 01, 2011, 01:06:05 pm**

Bump. Hopefully DD comesback, This story is awesome

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Japa** on **November 01, 2011, 02:58:21 pm**

I saw him make a random post on deviant art. This should be investigated.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **TolyK** on **November 01, 2011, 02:59:06 pm**

:O.:O

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **freeformschooler** on **November 01, 2011, 03:04:27 pm**

This reminds me of what would happen if Homestuck suddenly stopped and its fandom was smaller.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Theodolus** on **November 01, 2011, 04:03:47 pm**

Anyone not following it that wants a small dose of DarkerDark's art should check the Draw Your Adventures thread. There's a DarkerDark post from a couple days back there.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **DarkerDark** on **November 01, 2011, 07:52:01 pm**

You guys will not let this die, will you? Ha ha. ;D

Alright, alright... I guess I should get back to it now that I have drawing time available again! But, I need something to warm me up! Give me something to draw! Yes, that means I'm taking requests! I need to get into the groove again, and I can only do that by doodling. Sooo, if you want something sketched up, leave me a request in this thread! Once I've worked off the rust, I'll continue Elves of Amanereli! ... Again. (I'm horrible for that, aren't I?)

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **micelus** on **November 01, 2011, 08:08:01 pm**

The king's back!

micelus cancels post: ectastic

Anyway...how bout a lizardman noble? Haven't seen that yet.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **MantisMan** on **November 01, 2011, 08:22:40 pm**

It's back! Fantastic! How about a picture of the caged swamp titan, smoking elephant(s), and the turtle? Aside from Amala, these are probably the most memorable characters. This opinion is entirely based on the fact that I still remember them from earlier in the year.

Or, a title/recap page. Gotta get the titan and turtle in there somehow though.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Taricus** on **November 01, 2011, 08:25:58 pm**

Quote from: micelus on November 01, 2011, 08:08:01 pm

Anyway...how bout a lizardman noble? Haven't seen that yet.

Being stolen by a man with de vinci style wings.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **micelus** on **November 01, 2011, 08:32:11 pm**

Quote from: Taricus on November 01, 2011, 08:25:58 pm

Quote from: micelus on November 01, 2011, 08:08:01 pm

Anyway...how bout a lizardman noble? Haven't seen that yet.

Being stolen by a man with de vinci style wings.

Yes, I am trying to get a drawing of Retcyl with the Crow!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Hitty40** on **November 01, 2011, 08:33:02 pm**

Draw a Kobold in a Halloween costume!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **SHADOWdump** on **November 01, 2011, 09:08:56 pm**

Quote from: Hitty40 on November 01, 2011, 08:33:02 pm

Draw a Kobold in a Halloween costume!

I actually like this idea.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **stabbymcstabstab** on **November 01, 2011, 09:23:53 pm**

How about your fans cry with tears of joy! Like me :'(

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **DarkerDark** on **November 01, 2011, 11:12:29 pm**

Quote from: micelus on November 01, 2011, 08:08:01 pm

Anyway...how bout a lizardman noble? Haven't seen that yet.



Hyss'ku'luss was a complacent noble of the Hinderling Times. He was content to merely carry out the rulings of his lord, the Lizard King Tyr'ku'kuss. Although he had no grand ambition, he was famous for his great wealth. His royal scepter was cast in solid gold and studded with a pair of masterwork emeralds. This symbol of authority would soon catch unwanted attention.

Quote from: Taricus on November 01, 2011, 08:25:58 pm

Quote from: micelus on November 01, 2011, 08:08:01 pm

Anyway...how bout a lizardman noble? Haven't seen that yet.

Being stolen by a man with de vinci style wings.



One night a man with great mechanical wings descended upon the unguarded balcony of Hyss'ku'luss' private chambers and carried him off before the night watch could react in time.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Japa** on **November 01, 2011, 11:35:24 pm**

That thief really looks like a manly guy that does manly things.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **TolyK** on **November 01, 2011, 11:36:54 pm**

... that epic second picture? I'm saving it.
:D

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Hubris Incalculable** on **November 01, 2011, 11:41:25 pm**

Awesome! can I see three ratmen punksvagabonds with silly hair idling in a dark alley?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **SHADOWdump** on **November 01, 2011, 11:44:26 pm**

Damn you're fast. o.o

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **i2amroy** on **November 01, 2011, 11:53:39 pm**

Quote from: Japa on November 01, 2011, 11:35:24 pm
That thief really looks like a manly guy that does manly things.

It's the beard shadow, it allows him to tap into his inner dwarfiness. Also Hooray! I had only recently discovered this thread and was pretty sad that I had missed my chance to be a part of all of the fun, but now it looks like I may be able to participate after all! Three cheers for DarkerDark!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Japa** on **November 01, 2011, 11:59:00 pm**

Quote from: i2amroy on November 01, 2011, 11:53:39 pm
Quote from: Japa on November 01, 2011, 11:35:24 pm
That thief really looks like a manly guy that does manly things.

It's the beard shadow, it allows him to tap into his inner dwarfiness. Also Hooray! I had only recently discovered this thread and was pretty sad that I had missed my chance to be a part of all of the fun, but now it looks like I may be able to participate after all! Three cheers for DarkerDark!

I was actually being more specific than that. (http://thepunchlineismachismo.com/comics/2011-09-26.jpg)

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ultimuh** on **November 02, 2011, 12:05:10 am**

So you want something to warm up eh?
Hmm.. I could suggest something..
It should be something I REALLY want to see, drawn by someone of your skill..
Let me think.. I am sure I can remember something like that.. Ah yes..
Should I rather PM you? Since I do not want to spoil it to others..

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **DarkerDark** on **November 02, 2011, 01:32:14 am**

Quote from: SHADOWdump on November 01, 2011, 09:08:56 pm
Quote from: Hitty40 on November 01, 2011, 08:33:02 pm
Draw a Kobold in a Halloween costume!
I actually like this idea.



Quote from: hubris_incalculable on November 01, 2011, 11:41:25 pm
Awesome! can I see three ratmen punksvagabonds with silly hair idling in a dark alley?



Quote from: Ultimuh on November 02, 2011, 12:05:10 am

So you want something to warm up eh?
Hmm.. I could suggest something..
It should be something I REALLY want to see, drawn by someone of your skill..
Let me think.. I am sure I can remember something like that.. Ah yes..
Should I rather PM you? Since I do not want to spoil it to others..

It's up to you, bro!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Siquo** on **November 02, 2011, 04:19:57 am**

Kobolds being friends with elves and both finding dwarves scary. That cracked me up :D

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Urist McCheeseMaker** on **November 02, 2011, 05:37:02 am**

Ooooh. Request pics from the DarkerDark himself! Here's one thing I'd love to see in your style: that very moment where a dwarf realizes he's dug too deep through the cotton candy.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Tiruin** on **November 02, 2011, 06:11:32 am**

I had a suspicion that DarkerDark was back when he posted a nice rendition of what sleep can do to an adventurer in the Draw your adventures thread.

Quote from: DarkerDark on October 31, 2011, 01:46:49 am

This kills a lot of my adventurers:

[Spoiler](#) (click to show/hide)
The adventures of legendary swordself Imira Hornpine came abruptly to an end. The cause of death: **Being a heavy sleeper.**



[Spoiler](#) (click to show/hide)
Quote from: Logrin on October 31, 2011, 11:58:47 am
Notice the only one holding his own has a beard....now that's accuracy

Then someone bumped this thread, followed by his post. Hah! Knew this would not die! :D

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Japa** on **November 02, 2011, 06:54:50 am**

Funny, I saw that picture for the first time on his deviantart page.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **ottottott** on **November 02, 2011, 09:26:11 am**

Honestly didn't expect this to rise again. But it happened. And I am overflowing with happiness.
If I may ask, are you continuing with Amala's coma visions (Elves don't sleep, so they don't dream. I stay true to that opinion of mine.) or are you going straight back to the caravan journey?
And if you're still taking sketch requests, I'd like to request a huge tree, with many large buildings, bent from that tree itself.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **TolyK** on **November 02, 2011, 09:29:58 am**

Request: A troll being slain by elves.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Armok** on **November 02, 2011, 11:35:09 am**

Oooh! this is back! And taking requests to!

Lesse... something good for unrusting...

A mountain range re-engineered in order to collapse the whole thing on some kind of terrifying immobile forgotten beast of sea monster in the valley, whit suitably epic relative sizes. Probably have that badass man with the wings in there somewhere for continuity to?

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Rexfelum** on **November 02, 2011, 01:03:41 pm**

Annnnd let's just watch the requests get more and more complex as we go. But I'm glad to see you back, DarkerDark, and I enjoy whatever you draw.

So . . .

I figured I'd give you an either/or request to keep from driving you batty. Got the time? Then pick your favorite:

- A). One of the new animal-people added to Dwarf Fortress (e.g., platypus men, capybara men . . .) as a student before the great and wise amphibian man sensei, learning the skills to deal with the treacherous Amanereli scum, all within the grandiose cathedral of nature that is the Whispering Marshes.
- B). A plump helmet.
- Rexfelum

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **ashton1993** on **November 02, 2011, 01:37:37 pm**

Awesome's, knew this thread would return! Also this sounds pretty awesome:

Quote from: [Rexfelum](#) on November 02, 2011, 01:03:41 pm

A). One of the new animal-people added to Dwarf Fortress (e.g., platypus men, capybara men . . .) as a student before the great and wise amphibian man sensei, learning the skills to deal with the treacherous Amanereli scum, all within the grandiose cathedral of nature that is the Whispering Marshes.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Ottofar** on **November 02, 2011, 02:03:19 pm**

This is what. The fourth resurrection.
Cool.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Hubris Incalculable** on **November 02, 2011, 02:14:41 pm**

Quote from: [DarkerDark](#) on November 02, 2011, 01:32:14 am

Quote from: [hubris incalculable](#) on November 01, 2011, 11:41:25 pm

Awesome! can I see three ratmen ~~punks~~vagabonds with silly hair idling in a dark alley?



I love it! and i just noticed that some forum-member names are grafitti'd on the wall - i see mine, and Hitty40's.anyone else on here?

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **micelus** on **November 02, 2011, 03:13:06 pm**

OK...time for something hilarious. Romeo and Juliet performed by orcs in a theatre. Bonus if the audience is included also with their reactions to the utterly bad acting. Bonus bonus points if all the orcs are male.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **SHAD0Wdump** on **November 02, 2011, 03:32:28 pm**

Quote from: micelus on November 02, 2011, 03:13:06 pm

OK...time for something hilarious. Romeo and Juliet performed by orcs in a theatre. Bonus if the audience is included also with their reactions to the utterly bad acting. Bonus bonus points if all the orcs are male.

This idea is genius.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Taricus** on **November 02, 2011, 03:34:03 pm**

Quote from: SHAD0Wdump on November 02, 2011, 03:32:28 pm

Quote from: micelus on November 02, 2011, 03:13:06 pm

OK...time for something hilarious. Romeo and Juliet performed by orcs in a theatre. Bonus if the audience is included also with their reactions to the utterly bad acting. Bonus bonus points if all the orcs are male.

This idea is genius.

I fully support this. Even better if the audience happens to be nobles too!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **DarkerDark** on **November 02, 2011, 03:58:35 pm**

Quote from: Urist McCheeseMaker on November 02, 2011, 05:37:02 am

Ooooh. Request pics from the DarkerDark himself! Here's one thing I'd love to see in your style: that very moment where a dwarf realizes he's dug too deep through the cotton candy.



Praise the miners! Wait... what?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Urist McDwarfFortress** on **November 02, 2011, 04:03:34 pm**

Yay! This is back! :D

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Guardian G.I.** on **November 02, 2011, 04:17:09 pm**

DarkerDark, how long does it take you to draw one such detailed, well-drawn sketch?
Also, if you take requests, would you kindly draw an self-portrait or something like that? (I don't want to suggest any other thing, because most stuff that floats inside my head is too bizarre, offensive, or epic to be suggested (at least to me)).

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Weirdsound** on **November 02, 2011, 04:32:08 pm**

Quote from: micelus on November 02, 2011, 03:13:06 pm

OK...time for something hilarious. Romeo and Juliet performed by orcs in a theatre. Bonus if the audience is included also with their reactions to the utterly bad acting. Bonus bonus points if all the orcs are male.

Don't forget the Orcish Equivalent of Queen Elizabeth up in her box seats watching the whole affair.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Haspen** on **November 02, 2011, 04:33:37 pm**

I request a goblin gentleman drinking coffee and having a nice talk with his best chap bird-forgotten-beast while there's dwarven stew roasting in the flames of the mantelpiece.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Kaelem Gaen** on **November 02, 2011, 05:06:56 pm**

Quote from: Taricus on November 02, 2011, 03:34:03 pm

Quote from: SHAD0Wdump on November 02, 2011, 03:32:28 pm

Quote from: micelus on November 02, 2011, 03:13:06 pm

OK...time for something hilarious. Romeo and Juliet performed by orcs in a theatre. Bonus if the audience is included also with their reactions to the utterly bad acting. Bonus bonus points if all the orcs are male.

This idea is genius.

I fully support this. Even better if the audience happens to be nobles too!

Thirded, double bonus if it is a version of the Balcony scene where Romeo climbs up, and also the ladder should be dwarven prisoners.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **stabbymcstabtab** on **November 02, 2011, 08:16:29 pm**

Quote from: Kaelem Gaen on November 02, 2011, 05:06:56 pm

Quote from: Taricus on November 02, 2011, 03:34:03 pm

Quote from: SHADOWdump on November 02, 2011, 03:32:28 pm

Quote from: micelus on November 02, 2011, 03:13:06 pm

OK...time for something hilarious. Romeo and Juliet performed by orcs in a theatre. Bonus if the audience is included also with their reactions to the utterly bad acting. Bonus bonus points if all the orcs are male.

This idea is genius.

I fully support this. Even better if the audience happens to be nobles too!

Thirded, double bonus if it is a version of the Balcony scene where Romeo climbs up, and also the ladder should be dwarven prisoners.

I support this with almost every inch of my body.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **chuckthegr8** on **November 02, 2011, 08:44:45 pm**

<http://forums.civfanatics.com/showpost.php?p=11010175&postcount=52> (<http://forums.civfanatics.com/showpost.php?p=11010175&postcount=52>)

Draw High Prince Telibaesetan! Either as a slave youth, warrior leader, or his regretful eldardom.

High Prince Telibaesetan is an ancient Elf. On his forehead is a jagged scar. On his right shoulder is an ancient Kandoran slave-brand, on his left shoulder is an elven tattoo. His body is stiff and scrawny but hides extraordinarily strength. He is wearing a deceptively simple robe. His eyes are deep pools of guilt and regret. He is the leader (HIGH PRINCE) of the Ainbridge Elves, Major of Telibaesetr dai.

Warrior Prince Telibaesetan is an combative Elf. On his forehead is a jagged would. On his right shoulder is an ancient Kandoran slave-brand. He is wearing battle-worn armor. His body is springy and lithe, and amazingly strong. His eyes are clouded over with battle lust, hiding memories of the past. Warrior Prince Telibaesetan is the leader of the Ainbridge Elves. He has been wounded in the Ambush of Trubat recently.

Slave Telibaesetan is a young elf. On his right shoulder is an recent Kandoran Slave-brand. He is wearing rags and his holding a rusty axe. Below his feet lay freshly-cut trees. His body is undeveloped, his back is covered with whip-scars, and he is wearing rags. His eyes are burning with anguish. He has committed sacrilege to his race recently.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Urist McCheeseMaker** on **November 03, 2011, 04:34:04 am**

Quote from: DarkerDark on November 02, 2011, 03:58:35 pm

Quote from: Urist McCheeseMaker on November 02, 2011, 05:37:02 am

Ooooh. Request pics from the DarkerDark himself! Here's one thing I'd love to see in your style: that very moment where a dwarf realizes he's dug too deep through the cotton candy.

Spoiler (click to show/hide)

Praise the miners! Wait... what?

<3

If "doom" was something the dwarves could strike, surely a noble would mandate it. Hundreds of beds made out of it!

Oooh! Ooh! Draw a bed made out of clowns! The Fun kind of clowns! And a noble being pissy because it isn't as comfy as he thought it'd be! :D

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Tiruin** on **November 03, 2011, 05:34:37 am**

Since we're all requesting drawings and fine art, *looks at calendar*, hows about a rendition of what dwarves expect when they receive their year round gifts of Goblinite?

If not that, then what about a goblin, kobold, dwarf, human and elf all together in a good, peaceful setting. No bloodshed or violence, just to see how it looks like :D

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Japa** on **November 03, 2011, 05:36:22 am**

Oh, I have that.

[Spoiler: Here.](#) (click to show/hide)

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Neyvn** on **November 03, 2011, 05:40:57 am**

Hahahahah I see what you did there Japa...

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **quip** on **November 03, 2011, 10:58:54 am**

Huh? But there's no...
Ohhhhhhhh...

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ottottott** on **November 03, 2011, 02:44:49 pm**

Kept trying to open it, refreshed, even quoted. Then did a double take. I see it clearly now.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Johnfalcon99977** on **November 03, 2011, 02:46:30 pm**

[Quote from: Urist McCheeseMaker on November 03, 2011, 04:34:04 am](#)
If "doom" was something the dwarves could strike, surely a noble would mandate it. Hundreds of beds made out of it!

Oi! You can only make beds out of Wood, mate! [/Likely missing the Joke]

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Urist McCheeseMaker** on **November 03, 2011, 02:49:15 pm**

[Quote from: Johnfalcon99977 on November 03, 2011, 02:46:30 pm](#)
[Quote from: Urist McCheeseMaker on November 03, 2011, 04:34:04 am](#)
If "doom" was something the dwarves could strike, surely a noble would mandate it. Hundreds of beds made out of it!
Oi! You can only make beds out of Wood, mate! [/Likely missing the Joke]
Have the nobles ever cared about that?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ansontan2000** on **November 04, 2011, 11:52:41 am**

Requests for inspiration?
"The forgotten beast Cerol Inajkorris has arrived! A huge hairy ASS with 3 heads. Beware its deadly blood!"
Well... Talk about ugly. I just got this in game, minus a couple of stuff I Didn't bother to copy down.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Haspen** on **November 04, 2011, 01:48:42 pm**

[Quote from: ansontan2000 on November 04, 2011, 11:52:41 am](#)
Requests for inspiration?
"The forgotten beast Cerol Inajkorris has arrived! A huge hairy ASS with 3 heads. Beware its deadly blood!"
Well... Talk about ugly. I just got this in game, minus a couple of stuff I Didn't bother to copy down.

Three-headed donkey doesn't seem to be terrifying...

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Lord Allagon** on **November 04, 2011, 01:53:50 pm**

Just read through all the pages. Your art is amazing. I'd like a sketch of a dwarf in a bar telling everyone he slew a titan with a fluffy wamber.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **NotPete** on **November 04, 2011, 03:12:01 pm**

[Quote from: Haspen on November 04, 2011, 01:48:42 pm](#)
[Quote from: ansontan2000 on November 04, 2011, 11:52:41 am](#)
Requests for inspiration?
"The forgotten beast Cerol Inajkorris has arrived! A huge hairy ASS with 3 heads. Beware its deadly blood!"
Well... Talk about ugly. I just got this in game, minus a couple of stuff I Didn't bother to copy down.
Three-headed donkey doesn't seem to be terrifying...
No, but the deadly blood is. The cause of many terrible and deathly epidemics. Also: butt.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **TolyK** on **November 04, 2011, 03:23:43 pm**

Incase DD is still doing this stuff, if he misses my other one:
Trolls trying to break down a dwaven steel door, getting shot at from above by crossbowdwarves.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **DarkerDark** on **November 04, 2011, 07:12:43 pm**

Quote from: Ultimuh on November 02, 2011, 12:05:10 am

So you want something to warm up eh?
Hmm.. I could suggest something..
It should be something I REALLY want to see, drawn by someone of your skill..
Let me think.. I am sure I can remember something like that.. Ah yes..
Should I rather PM you? Since I do not want to spoil it to others..

The PM was a request for a giant, spell casting, four-armed ratman facing off against an adventurer.



I don't think the adventurer stands much of a chance, really.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Urist McCheeseMaker** on **November 04, 2011, 08:51:33 pm**

He can't handle the epic. Neither can we, for that matter. Did you know I've checked up on this post roughly 6 times in the past 36 hours? Just can't wait for more posts in this thread. "Who knows what'll pop up the next hour.. or the one after that!" I'm sure we all know the feeling..
</creep>

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Theodolus** on **November 04, 2011, 08:51:53 pm**

That is awesome! Great work as always... I suppose I could cast my 'warmup' request in the ring... How about the bane of all older forts everywhere... a kobold thief pulling a doomsday lever.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rexfelum** on **November 04, 2011, 09:46:06 pm**

Wow.

That, DarkerDark, is a wonderful drawing. Yeesh, why don't you just make a "DarkerDark posts fantasy art" thread? Lots of people would follow it.

--Rexfelum

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Nivim** on **November 04, 2011, 09:52:35 pm**

Quote from: DarkerDark on November 04, 2011, 07:12:43 pm

[...a very determined human spearman...]

It's nice that unlike the so much of other militant art floating around the internet, the/his armour in yours looks like something you'd actually want to wear...at least, assuming there's a secondary guard underneath the pauldrons made to catch and break incoming weapons going for the apparently strait line to the neck. As an aside, the arcing energy seems poorly drawn in comparison to the image, like it's one of the only things you didn't use a reference for at some point.

Quote from: DarkerDark on November 04, 2011, 07:12:43 pm

[...]I don't think the adventurer stands much of a chance, really.[...]

He could probably have done much better if he had gotten off a couple shots with his shortbow first, if only for the pain caused. This forgetfulness is forgiven if the mutant ratman can turn invisible, such as when it's not casting something else.

Edit:

Quote from: Rexfelum on November 04, 2011, 09:46:06 pm

That, DarkerDark, is a wonderful drawing. Yeesh, why don't you just make a "DarkerDark posts fantasy art" thread? Lots of people would follow it.

Yeah, but then there isn't a story, and that makes it *boring*. You can't draw that well when you're bored!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **King_of_the_weasels** on **November 04, 2011, 09:55:41 pm**

Quote from: Rexfelum on November 04, 2011, 09:46:06 pm

Wow.

That, DarkerDark, is a wonderful drawing. Yeesh, why don't you just make a "DarkerDark posts fantasy art" thread? Lots of people would follow it.

--Rexfelum

This was dead for days/weeks/months (I'm not keeping track). And people still posted and followed it, you don't need to assure him that a thread he makes involving his art would be followed.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ultimuh** on **November 04, 2011, 10:09:13 pm**

Quote from: DarkerDark on November 04, 2011, 07:12:43 pm

Quote from: Ultimuh on November 02, 2011, 12:05:10 am

So you want something to warm up eh?
Hmm.. I could suggest something..
It should be something I REALLY want to see, drawn by someone of your skill..
Let me think.. I am sure I can remember something like that.. Ah yes..
Should I rather PM you? Since I do not want to spoil it to others..

The PM was a request for a giant, spell casting, four-armed ratman facing off against an adventurer.



I don't think the adventurer stands much of a chance, really.

VERY nice. :o
I very much like this. :D

edit:
You sure you aren't doing any webcomics?
Because with your skills it would become popular fast.
I am sure you have been told this before, but the epicness of your skills amazes me every time.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Tiruin** on **November 05, 2011, 04:52:01 am**

Quote from: King of the weasels on November 04, 2011, 09:55:41 pm

This was dead for days/weeks/months (I'm not keeping track). And people still posted and followed it, you don't need to assure him that a thread he makes involving his art would be followed.

Its the feeling in the art that gave me the impression that this is long from a true death. I just checked the time logs, many times people thought this died, then -something- came.

Also, about the requested art, the lines have a certain feel to them. How?! :D

And I still stand by the idea that this dies when the creator says it dies.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **DarkerDark** on **November 05, 2011, 07:13:26 am**

Quote from: TolyK on November 02, 2011, 09:29:58 am

Request: A troll being slain by elves.



Content with his new hat, the troll ventures off in pursuit of other interests.

Quote from: Nivm on November 04, 2011, 09:52:35 pm

As an aside, the arcing energy seems poorly drawn in comparison to the image, like it's one of the only things you didn't use a reference for at some point.

Yeah, I had to get ready for work, so the spell effects and background were rushed.

I'm also working all this weekend (I'll have my laptop in tow), so the next bunch of requests are going to be in a simpler style and in color, because for some reason digital sketching is really hard to do on my laptop compared to my desktop computer.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **freeformschooler** on **November 05, 2011, 07:23:51 am**

DarkerDark, what program/brush do you use for your outer lines? They look absolutely fabulous!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Hitty40** on **November 05, 2011, 08:28:53 am**

I'd like to request a picture of Elves ambushing sleeping(and wasted out of their mind) Dwarves.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Neyvn** on **November 05, 2011, 08:32:49 am**

Quote from: Hitty40 on November 05, 2011, 08:28:53 am

I'd like to request a picture of Elves ambushing sleeping(and wasted out of their mind) Dwarves.

Your just requesting that cause you know he is gonna flip it like the Troll one...

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **TolyK** on **November 05, 2011, 08:39:29 am**

Thanks DD!
Now I have an all-purpose pic to fight trolls with :P
...
waiiit.... :D

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Hitty40** on **November 05, 2011, 08:52:11 am**

Quote from: Neyvn on November 05, 2011, 08:32:49 am

Quote from: Hitty40 on November 05, 2011, 08:28:53 am

I'd like to request a picture of Elves ambushing sleeping(and wasted out of their mind) Dwarves.

Your just requesting that cause you know he is gonna flip it like the Troll one...

Dwarves ambushing sleeping(and wated out of their mind) Elves? Blasphemy!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ansontan2000** on **November 05, 2011, 09:34:50 am**

Request: A pair of goblins trying to sing, while a dwarf sneaks up on their camp (Use dialogue boxes)

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rumrusher** on **November 05, 2011, 10:47:49 am**

draw a 5 page comic of amala bursting in on other forum adventurers in progress.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **TolyK** on **November 05, 2011, 12:54:59 pm**

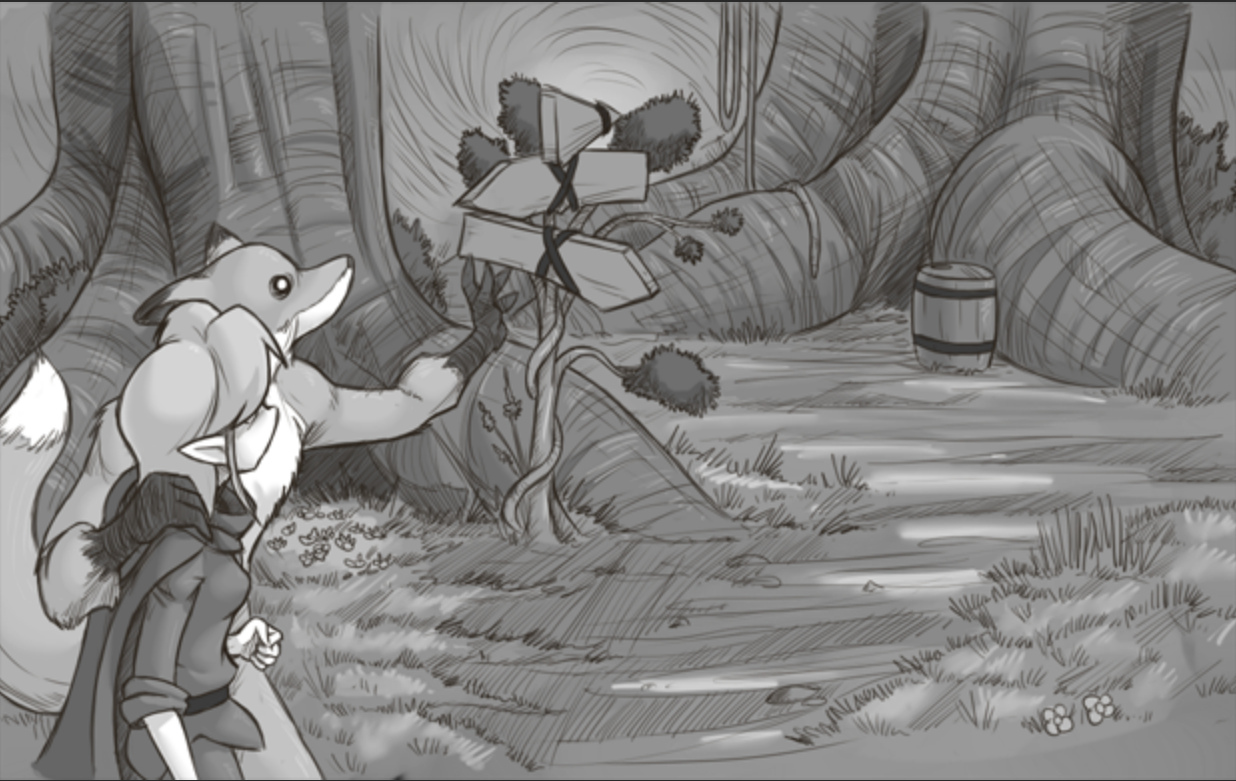
Quote from: Rumrusher on November 05, 2011, 10:47:49 am
draw a 5 page comic of amala bursting in on other forum adventurers in progress.
I SUPPORT THIS.
Join project, maybe. :P

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rexfelum** on **November 05, 2011, 01:17:21 pm**

Quote from: TolyK on November 05, 2011, 12:54:59 pm
Quote from: Rumrusher on November 05, 2011, 10:47:49 am
draw a 5 page comic of amala bursting in on other forum adventurers in progress.

I SUPPORT THIS.

Ah ha! So *that's* where Amala went after facing all those signs!



One might imagine it more as three pages, not five: one for each direction. But that's okay, since it keeps things easier on DarkerDark.

--Rexfelum

P.S.: Cough, cough, trying to segue here, cough.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **chuckthegr8** on **November 05, 2011, 06:57:20 pm**

Quote from: TolyK on November 05, 2011, 12:54:59 pm
Quote from: Rumrusher on November 05, 2011, 10:47:49 am
draw a 5 page comic of amala bursting in on other forum adventurers in progress.
I SUPPORT THIS.
Join project, maybe. :P

THIIIIIIIIIIIIIIIIIIIIIIIS!

Ahem.

I *support*.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Nivim** on **November 05, 2011, 07:51:30 pm**

Quote from: Rexfelum on November 05, 2011, 01:17:21 pm
One might imagine it more as three pages, not five: one for each direction. But that's okay, since it keeps things easier on DarkerDark.
You're forgetting up the tree and under the tree. Also, possibly down the hidden barrel hole.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **BunnyBob77** on **November 06, 2011, 11:23:01 am**

Draw the first meeting of elves and gabronians (from space voyage) .

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Julien Brightside** on **November 07, 2011, 08:09:17 am**

Draw the face expressions of dwarves when they realize that the elven caravan brought high quality wine and beer?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Tiruin** on **November 08, 2011, 04:06:31 am**

20+ suggestions, we really miss this thread :D

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Birdy** on **November 11, 2011, 06:28:43 am**

Happy Birth-Day, DarkerDark!

Now that you got that one last request drawing done, We can haz Elves?

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **TrueWolves** on **November 11, 2011, 09:55:58 am**

Let's not burn the guy out, that's the number one cause of awesome art threads like this one stopping. 3:

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **DarkerDark** on **November 11, 2011, 09:58:40 am**

Quote from: Armok on November 02, 2011, 11:35:09 am

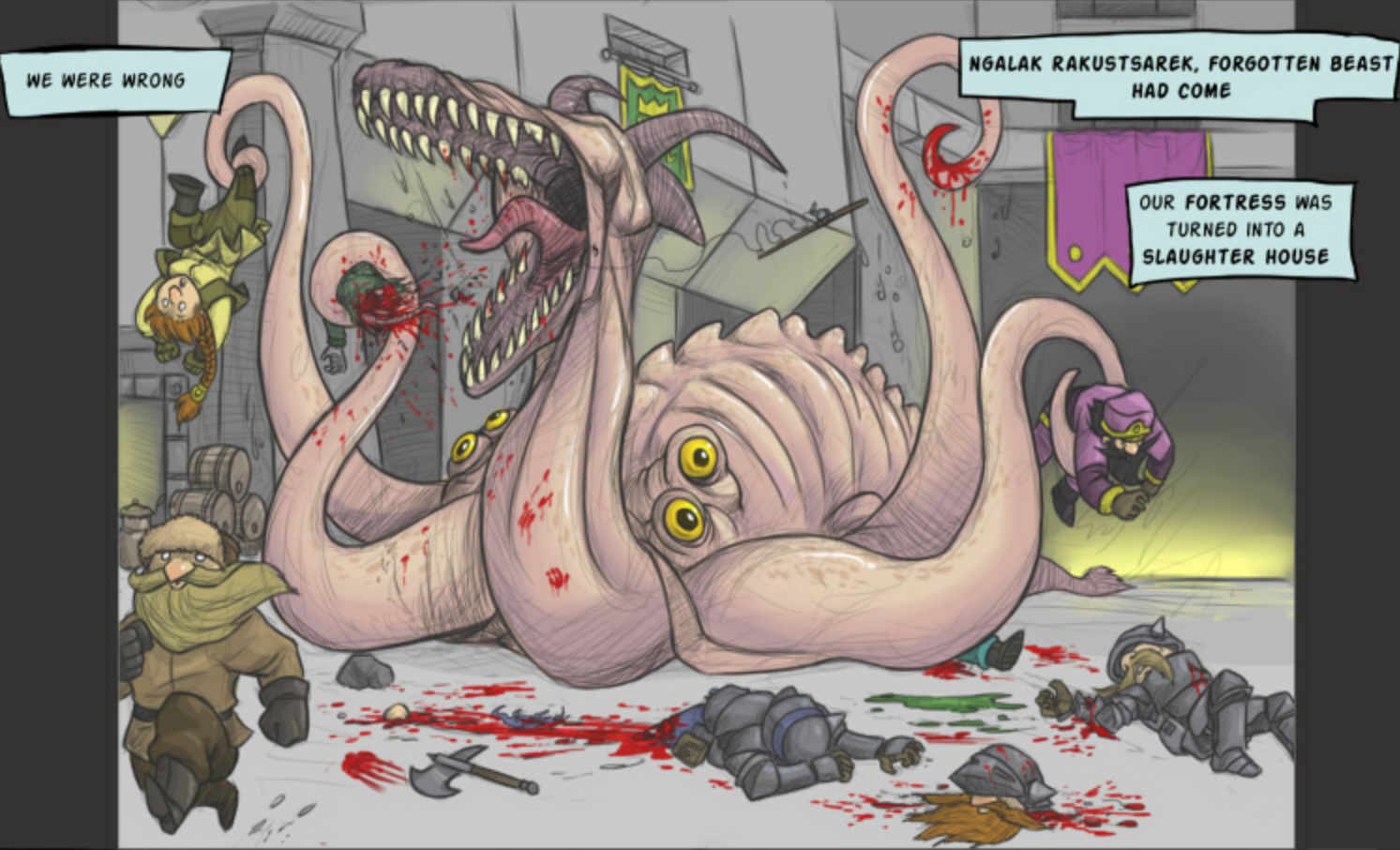
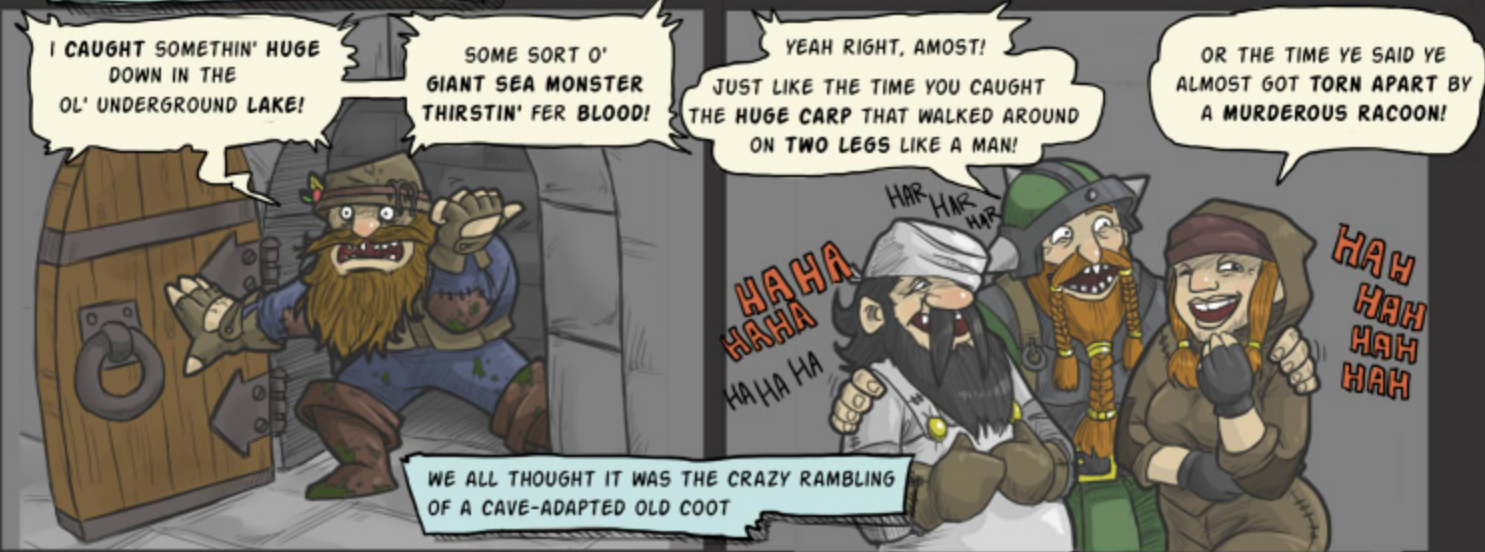
Oooh! this is back! And taking requests to!

Lesse... something good for unrusting...

A mountain range re-engineered in order to collapse the whole thing on some kind of terrifying immobile forgotten beast of sea monster in the valley, whit suitably epic relative sizes. Probably have that badass man with the wings in there somewhere for continuity to?

TALES FROM DWARF FORTRESS

IT ALL STARTED WHEN AMOST BURST INTO THE DINING HALL, BABBLING IN HYSTERICS



This is the only request I managed to draw this week because I've been sick. Ugh. -sniffles- -cough- -sneeze-

Quote from: Birdy on November 11, 2011, 06:28:43 am

Happy Birth-Day, DarkerDark!

Now that you got that one last request drawing done, We can haz Elves?

Yeah, yeah... I guess we can haz elves.

edit: Changed the comic from a png to a jpg to reduce the file size.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Japa** on **November 11, 2011, 10:07:52 am**

I have no shame is saying that I find that laughing dwarf woman to be rather attractive.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **The Fool** on **November 11, 2011, 10:42:45 am**

Amazing. Happy birthday. This is probably going to be the creepiest fanart yet, but I made a monster based on the elves for another thread.

Spoiler (click to show/hide)

Creepy.

Hope your birthday is awesome.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Armok** on **November 11, 2011, 10:56:23 am**

Not only did you chose my suggestion out of the huge pile, you made an entire amazing comic in colour and everything, and you pulled it of AMAZINGLY!

This settles it: BEST. DAY. EVER.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **TrueWolves** on **November 11, 2011, 12:47:00 pm**

Quote from: Japa on November 11, 2011, 10:07:52 am

I have no shame is saying that I find that laughing dwarf woman to be rather attractive.

Funny thing in that while reading the comic, I actually double checked on realising someone made an at least gender distinguishable female dwarf that didn't look half bad, then saw this post while still thinking about it.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Birdy** on **November 11, 2011, 01:23:14 pm**

Quote from: TrueWolves on November 11, 2011, 12:47:00 pm

Quote from: Japa on November 11, 2011, 10:07:52 am

I have no shame is saying that I find that laughing dwarf woman to be rather attractive.

Funny thing in that while reading the comic, I actually double checked on realising someone made an at least gender distinguishable female dwarf that didn't look half bad, then saw this post while still thinking about it.

Did you guys not realize she has **Stubble**?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **The Fool** on **November 11, 2011, 02:08:41 pm**

Quote from: Birdy on November 11, 2011, 01:23:14 pm

Did you guys not realize she has **Stubble**?

If it were a beard that might be a deal breaker.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rumrusher** on **November 11, 2011, 02:13:02 pm**

that looks like the crossbreed of a Kobold and an elf, or a Elfbold.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Johnfalcon99977** on **November 11, 2011, 02:34:49 pm**

And so continue the stories of threads absolute refusal to die.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rexfelum** on **November 11, 2011, 02:45:09 pm**

The art! It is fantastic! The being sick, not so much. Feel better.

And now that I have told you to feel better, of course, there will be a sudden change in your health and you'll be up to drawing me that plump helmet like I requested. This is how logic works.

--Rexfelum

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **QuakeIV** on **November 11, 2011, 03:39:56 pm**

MAY ARMOK HAVE MERCY ON OUR SOULS!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Armok** on **November 11, 2011, 03:42:30 pm**

Oh, don't worry... I will... hehehe....

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **monk12** on **November 11, 2011, 06:01:45 pm**

Posting to watch, sincerely hoping the main story isn't dead. Even if it is, though, it had a good run. Well done.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Tiruin** on **November 11, 2011, 06:16:24 pm**

Quote from: monk12 on November 11, 2011, 06:01:45 pm
Posting to watch, sincerely hoping the main story isn't dead. Even if it is, though, it had a good run. Well done.

At this rate, I have full hope that it will continue. :D

And get well soon DarkerDark!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ultimuh** on **November 11, 2011, 06:52:03 pm**

Get well soon, also great job with that one. :D

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **DarkerDark** on **November 11, 2011, 08:28:59 pm**

Quote from: The Fool on November 11, 2011, 10:42:45 am
Amazing. Happy birthday. This is probably going to be the creepiest fanart yet, but I made a monster based on the elves for another thread.

Spoiler (click to show/hide)

Creepy.

Hope your birthday is awesome.

Thanks, and that's an awesome drawing. I really should link all the fan art to the original post like I said I was going to do months ago!

Quote from: Japa on November 11, 2011, 10:07:52 am
I have no shame is saying that I find that laughing dwarf woman to be rather attractive.

LOL. Japa, Japa, Japa... You know, now that I look at her again, I probably did make her a little too curvy for a proper dwarf. :P

Quote from: freeformschooler on November 05, 2011, 07:23:51 am
DarkerDark, what program/brush do you use for your outer lines? They look absolutely fabulous!

It's all done in Paint SAI with a regular pen tool. Usually when I draw, I draw a light sketch and then go over it again in a zoomed in view on a separate layer to pick out and smooth out the lines I like. So, really, I draw every picture twice. Color comes afterward, and I just stick to a cell-shading animation style because I am self taught and know next to nothing when it comes to painting and color composition.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Taricus** on **November 11, 2011, 08:41:52 pm**

What, dwarves aren't meant to be plump? :P

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **monk12** on **November 11, 2011, 09:10:07 pm**

Quote from: Taricus on November 11, 2011, 08:41:52 pm
What, dwarves aren't meant to be plump? :P

That's funny, all of mine are morbidly obese. Too many *goat cheese roasts*, I suppose.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Tiruin** on **November 11, 2011, 09:37:09 pm**

Quote from: monk12 on November 11, 2011, 09:10:07 pm
Quote from: Taricus on November 11, 2011, 08:41:52 pm
What, dwarves aren't meant to be plump? :P

That's funny, all of mine are morbidly obese. Too many *goat cheese roasts*, I suppose.

Don't they...have exercise?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **monk12** on **November 11, 2011, 09:42:33 pm**

Quote from: Tiruin on November 11, 2011, 09:37:09 pm
Quote from: monk12 on November 11, 2011, 09:10:07 pm
Quote from: Taricus on November 11, 2011, 08:41:52 pm
What, dwarves aren't meant to be plump? :P

That's funny, all of mine are morbidly obese. Too many *goat cheese roasts*, I suppose.

Don't they...have exercise?

The only ones who pull their weight (har-de-har-har) are the military- you can almost determine how useful a given dwarf in my fort is by how many layers of lard he is described as having.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Urist McCheeseMaker** on **November 12, 2011, 07:06:03 pm**

I'd imagine dwarf women to be short, but curvy. Not too curvy (or they'd trip over their own boobs, oww), but, you know. Like Dark drew this one. And yeah, the stubble is alright. It's dwarfy. Hell... I think, with enough effort, that you could even make a short beard look cute on one of DarkerDark's dwarfettes.

That said.. Yo Dark, about the shading style. I'm starting to finally get an idea of how painterly shading should work. Gotten quite a bit

further since my last drawing on this forum. Perhaps I could help you out, my method is pretty similar to yours anyway except it's in Gimp. Sketch first, retrace (except I retrace as volumes of a single colour, instead of new black outlines.. could go with both, doing the lines and then magic-wanding and floodfilling on a new layer to get the colours right), and then I just mess around with colours. Could be fun to watch eachother work via Teamviewer or something. Let me know if you're up for that.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **MantisMan** on **November 12, 2011, 08:47:58 pm**

I'm amazed and very pleased that this thread is still chugging along.

I hope you have as good a birthday as possible DarkerDark. It's no fun being sick on your birthday. I've been there.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Korenn** on **November 15, 2011, 08:19:43 pm**

This just ~~wasted~~ entertained my whole evening. :D

When does it continue?

"THIS"

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Tiruin** on **November 20, 2011, 02:53:29 am**

Back on track? :)

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ottottott** on **November 20, 2011, 12:38:28 pm**

While DD isn't posting, there's only a group of few posts every few days.
When he does post however... **OMAGAAAWD!!! Massive wave of posts. Flee fer yer lives.**
Not sure why it's all quiet here.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Dave1004** on **November 20, 2011, 02:50:37 pm**

Gods, this is amazing! Viewing your pictures makes me horribly jealous...I can't draw anything more advanced than a stick man, sadly enough. I greatly enjoyed this Elven adventure, and pray that there may be many more to come! Also: You probably won't ever answer, but I have to know.

With your artistic talent (That is, Legendary+5), have you ever drawn "NSFW" pictures? Just wondering! Do you have a website (DeviantArt?)

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Powder Miner** on **November 20, 2011, 02:52:04 pm**

[Quote from: Dave1004 on November 20, 2011, 02:50:37 pm](#)

With your artistic talent (That is, Legendary+5), have you ever drawn "NSFW" pictures?

Why would you ask this?!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Aklyon** on **November 20, 2011, 02:55:07 pm**

[Quote from: Powder Miner on November 20, 2011, 02:52:04 pm](#)

[Quote from: Dave1004 on November 20, 2011, 02:50:37 pm](#)

With your artistic talent (That is, Legendary+5), have you ever drawn "NSFW" pictures?

Why would you ask this?!

The question isn't really why did he ask that, its why did he ask that in the thread instead of in a PM?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Urist McCheeseMaker** on **November 20, 2011, 05:50:01 pm**

I'm kind of curious too. Then again, I don't really have any particular bias for or against NSFW pics.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ultimuh** on **November 20, 2011, 08:13:38 pm**

[Quote from: Urist McCheeseMaker on November 20, 2011, 05:50:01 pm](#)

I'm kind of curious too. Then again, I don't really have any particular bias for or against NSFW pics.

Kinda like me, to a certain extent.
But this is not exactly the right kind of forums for that.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **USEC_OFFICER** on **November 20, 2011, 09:12:28 pm**

[Quote from: Ultimuh on November 20, 2011, 08:13:38 pm](#)

[Quote from: Urist McCheeseMaker on November 20, 2011, 05:50:01 pm](#)

I'm kind of curious too. Then again, I don't really have any particular bias for or against NSFW pics.

Kinda like me, to a certain extent.

Damn it, know I'm kinda curious too.

[Quote from: Ultimuh on November 20, 2011, 08:13:38 pm](#)

But this is not exactly the right kind of forums for that.

Nothing that a PM to the curious parties can't handle. Posting it in the thread itself? Yeah, not going to happen. At least not if we ever

want Elves of Amanereli to continue.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **SeriousConcentrate** on **November 20, 2011, 09:30:46 pm**

He could just say yes or no without getting into specifics. >.> Anyway, posting to follow.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **DarkerDark** on **November 21, 2011, 01:33:13 am**

Quote from: Urist McCheeseMaker on November 12, 2011, 07:06:03 pm
Could be fun to watch eachother work via Teamviewer or something. Let me know if you're up for that.

Teamviewer? Hmm... sounds like a remote Desktop sharing program. Surely there must be an easier way than to install something that looks like it opens a back door into my computer? :P

Quote from: Dave1004 on November 20, 2011, 02:50:37 pm
With your artistic talent (That is, Legendary+5), have you ever drawn "NSFW" pictures? Just wondering! Do you have a website (DeviantArt?)
Quote from: SeriousConcentrate on November 20, 2011, 09:30:46 pm
He could just say yes or no without getting into specifics. >.> Anyway, posting to follow.

Considering I draw in a "Work Safe" environment for "Work Safe" forums, I tend to avoid doing "NSFW" content. ;D

For your second question: I have a lot of art scattered around the internet on various forums and image boards, some of which ends up on my deviantart account (darkcloak.deviantart.com). A lot of it doesn't though, and it would take me ages to dig it all up since most of it was drawn using online oekaki boards/multi-user paintchats way back before I found Open Canvas and Paint SAI.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Tiruin** on **November 21, 2011, 05:17:42 am**

Request to DD: Could you make a link to the off-topic/warmup drawings on the first page? To assure the new readers that it isn't dead (and for four times in a row? I'm shocked :)) and for general viewing? [The four-armed ratman vs adventurer, the dwarves fortress vs FB, Halloween Elf & Kobold...Those things]

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Urist McCheeseMaker** on **November 21, 2011, 08:48:54 am**

Actually, Teamviewer has some decent-ish security on by default. You get a 6-character alphanumeric code that someone else needs to know to be able to connect to your computer. Beside that, they also need to know your 9-digit ID. And even then, you need to confirm when someone tries to connect to your pc. It also has multiple modes: watching only, being able to do stuff on the other desktop, file transfer and some other things. It's quite safe, and I've used it pretty often to help others out.

If nothing else, I could share my desktop instead, and show you how I shade things.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Japa** on **November 21, 2011, 10:09:13 am**

There's also livestream, which seems to be pretty popular for letting people watch you draw.

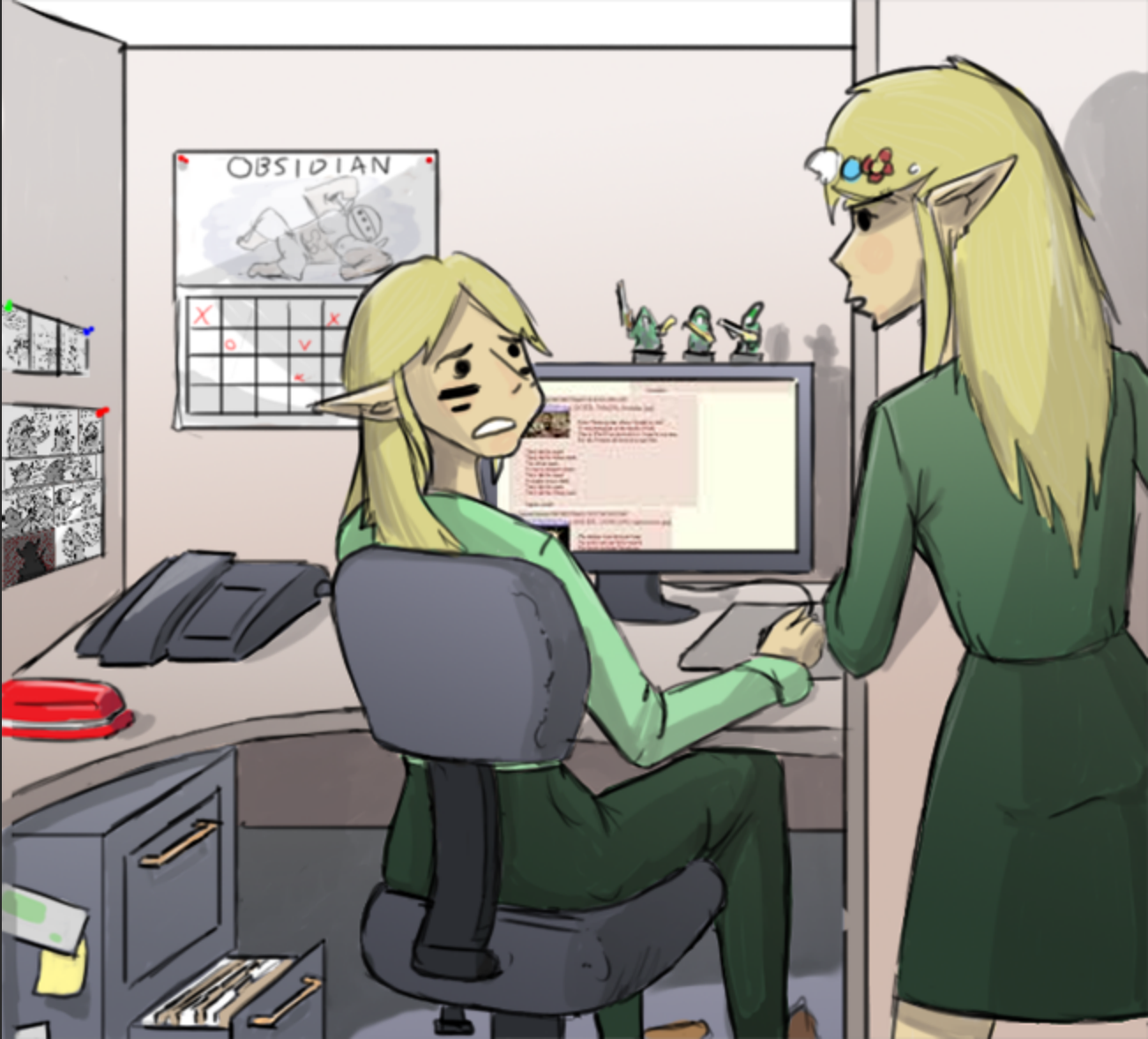
Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **BullDog** on **November 23, 2011, 06:36:58 pm**

Posting to watch.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Robocorn** on **December 04, 2011, 01:35:35 pm**

Quote from: Dave1004 on November 20, 2011, 02:50:37 pm
With your artistic talent (That is, Legendary+5), have you ever drawn "NSFW" pictures? Just wondering! Do you have a website (DeviantArt?)

It's okay man, if he won't hook you up I drew this picture of Amala doing something pretty NSFW
Spoiler: NSFW (click to show/hide)



"Amala, do you have the TPS reports...?
what are you reading?"

but really,
[Spoiler: Addendum](#) (click to show/hide)
 This is totally safe for work, you could show your grandma this and while she wouldn't get it, she probably wouldn't be offended.
 Don't get me banned.

Title: **Re: Elves of Amanereli - Paint adventure**
 Post by: **SeriousConcentrate** on **December 04, 2011, 01:42:40 pm**

...is that Boss Knight on the calendar? o.O

Title: **Re: Elves of Amanereli - Paint adventure**
 Post by: **Robocorn** on **December 04, 2011, 06:50:58 pm**

SO BOSS!

Title: **Re: Elves of Amanereli - Paint adventure**
 Post by: **monk12** on **December 04, 2011, 09:24:33 pm**

That's pretty kickass, right there.

Title: **Re: Elves of Amanereli - Paint adventure**
 Post by: **woose1** on **December 04, 2011, 09:32:42 pm**

[Quote from: monk12 on December 04, 2011, 09:24:33 pm](#)
 That's pretty kickass, right there.

And very NSFW, indeed.

Title: **Re: Elves of Amanereli - Paint adventure**
 Post by: **Kestrel_6** on **December 04, 2011, 10:10:30 pm**

Imma guessin it is too late for me to play? This seems really awesome.

Title: **Re: Elves of Amanereli - Paint adventure**
 Post by: **micelus** on **December 04, 2011, 10:12:46 pm**

Your extremely late to the party, son.

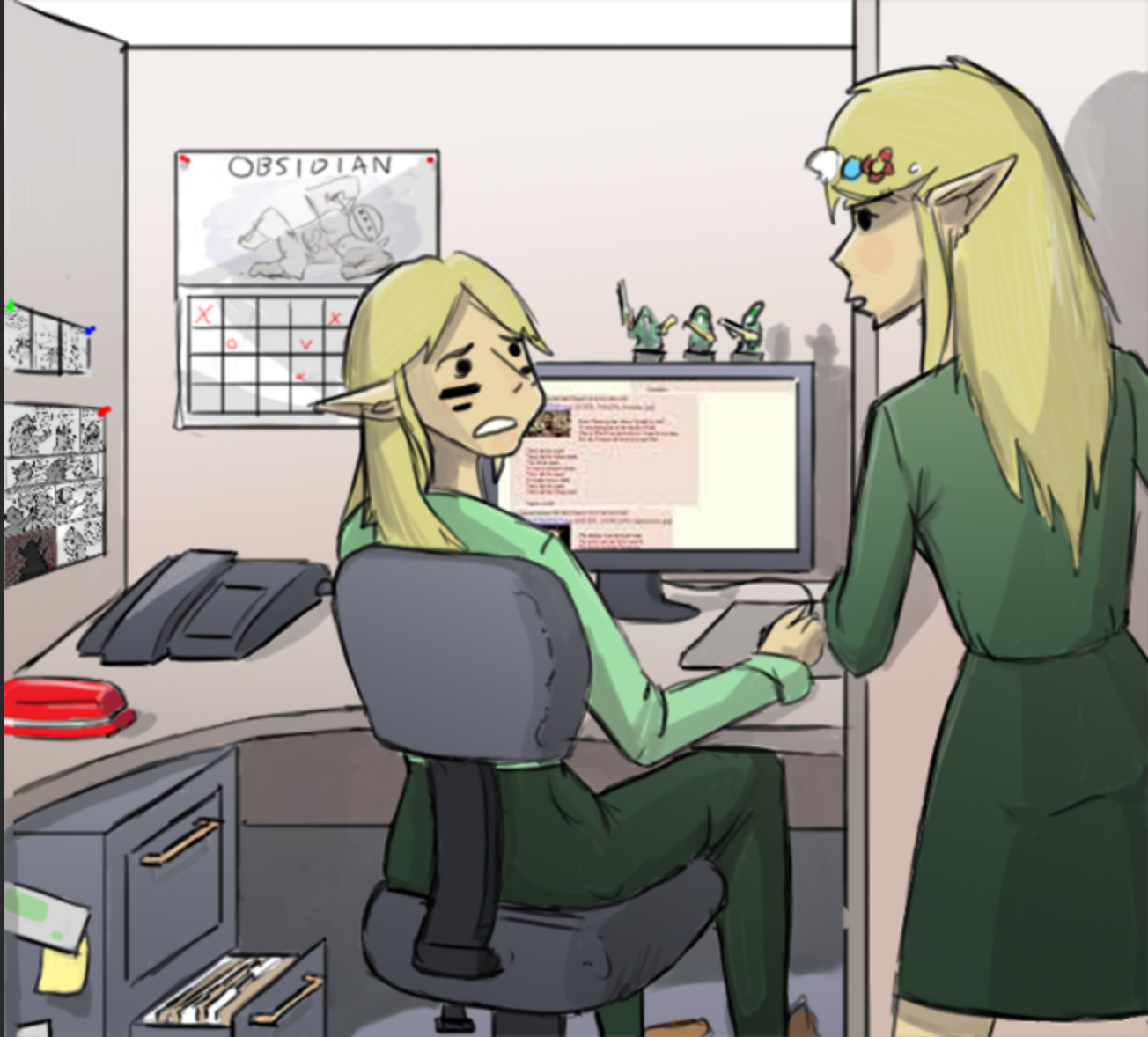
Title: **Re: Elves of Amanereli - Paint adventure**
 Post by: **The Fool** on **December 04, 2011, 10:14:01 pm**

DarkerDark seems to be missing again (last time Dark was consistently on was months and months ago). Would love to see this be revived, but it's up to DarkerDark.

Title: **Re: Elves of Amanereli - Paint adventure**
 Post by: **Rumrusher** on **December 04, 2011, 10:15:22 pm**

[Quote from: Robocorn on December 04, 2011, 01:35:35 pm](#)
[Quote from: Dave1004 on November 20, 2011, 02:50:37 pm](#)
 With your artistic talent (That is, Legendary+5), have you ever drawn "NSFW" pictures? Just wondering! Do you have a website (DeviantArt?)

It's okay man, if he won't hook you up I drew this picture of Amala doing something pretty NSFW
[Spoiler: NSFW](#) (click to show/hide)

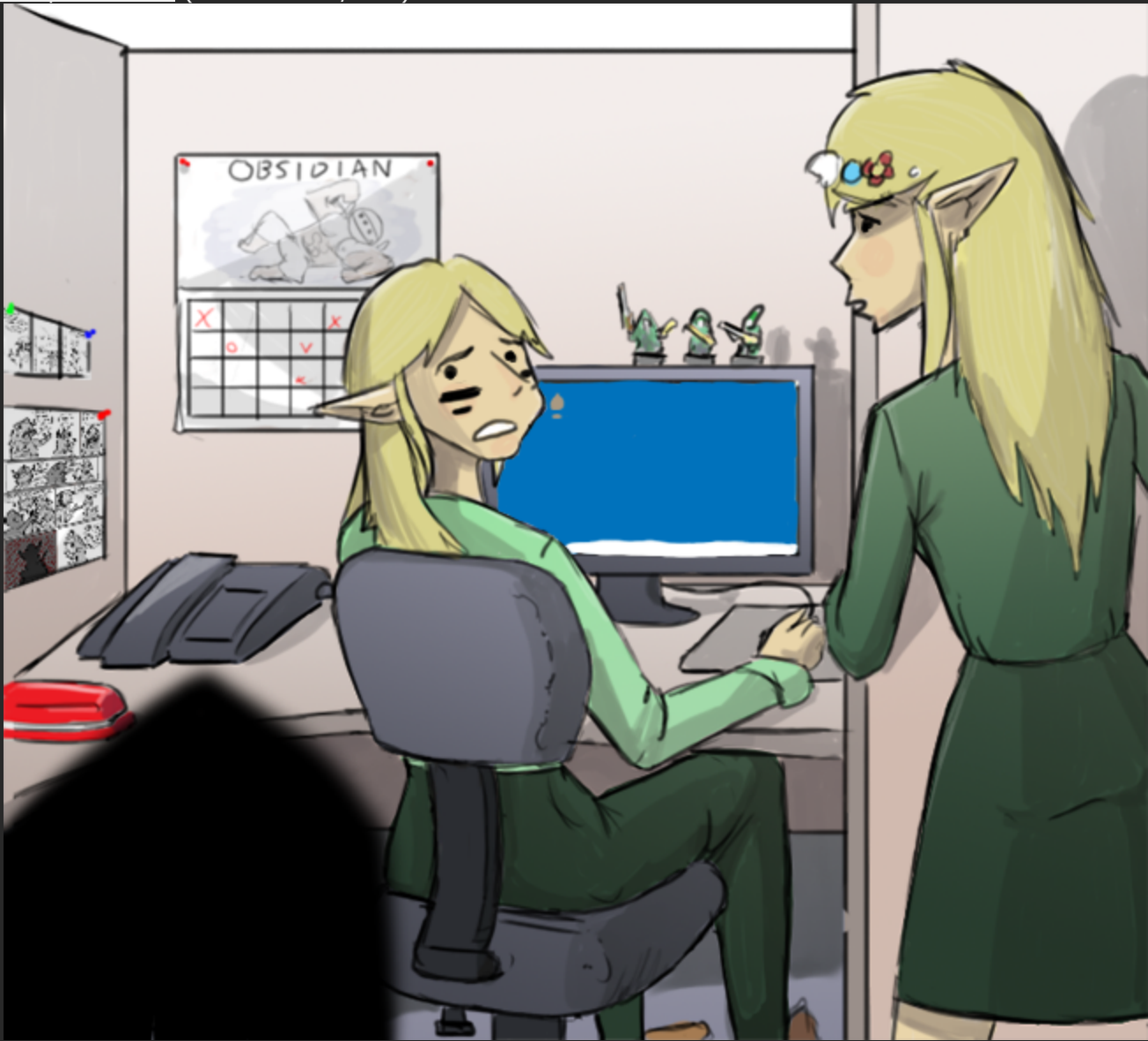


"Amala, do you have the TPS reports...?
what are you reading?"

but really,
[Spoiler: Addendum](#) (click to show/hide)
This is totally safe for work, you could show your grandma this and while she wouldn't get it, she probably wouldn't be offended.
Don't get me banned.

We have to take this Deeper.

[Spoiler: Notsafeforworkplaceantics](#) (click to show/hide)



"Yes Amala tell us what are you reading?"
"What Reading?"



"Oh, Well I just came by to tell you we at R&D just found a brand new way to sell Yogurt as a form of low-fat Coffee for dieters.
The only known side effects from drinking it are shimmering in the light, and taste for Deer Meat.
Wondering if your team can make 10,000 folks unwillingly buy the stuff in 2 weeks?"
Spent 2 hours trying to write up what RND-02 would say, all I come up with is watery caffeinated yogurt that makes you a Teen heart throb.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **i2amroy** on **December 04, 2011, 10:19:53 pm**

I've got to say that this is probably the longest surviving non-updated adventure/game that I have seen. I mean it's been what, 5 months since the last side story update and almost 10 months since the last main story update and the thread is still going? This is truly crazy madness incarnate (as well as being one of the most awesome stories out there that is!)

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Kestrel_6** on **December 04, 2011, 10:22:28 pm**

Quote from: micelus on December 04, 2011, 10:12:46 pm
Your extremely late to the party, son.

I have only been on Bay12 Forums for a... Month and a half?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **SeriousConcentrate** on **December 04, 2011, 10:33:14 pm**

First: Rumrusher, despite your talk in the Adventure Mode forum confusing me six ways from Sunday, I will love you forever for following that up (and with a Boss Knight motivational poster, no less). <3
Second: True, it'd be nice if this started again but it's always worth a quick look back through the archives for the artwork. <3

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **monk12** on **December 04, 2011, 10:39:09 pm**

That's why it's in the Hall of Legends, yes indeedy. Which is possibly also where the consistent bumping has come from- I should probably move this from Active to Finished...

Then again, we now have what *APPEARS* to be a strange fan-art driven alternate universe storyline developing.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Robocorn** on **December 04, 2011, 10:42:07 pm**

Quote from: Kestrel_6 on December 04, 2011, 10:22:28 pm
Quote from: micelus on December 04, 2011, 10:12:46 pm
Your extremely late to the party, son.

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And you still have over three times as many Posts as Darkerdark himself.

Motherfucker's elusive. And efficient.

/Rail switch/

Hey, you got Paint SAI Rumrusher?
or did you always have it?
Christ that guy's mouth is creepy.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Aklyon** on **December 04, 2011, 10:42:23 pm**

Its not really Finished, though. Its like my Wizard game: seems to be dead, then suddenly reappears on the first page and then something happens again.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Kestrel_6** on **December 04, 2011, 10:45:26 pm**

[Quote from: Robocorn on December 04, 2011, 10:42:07 pm](#)
[Quote from: Kestrel_6 on December 04, 2011, 10:22:28 pm](#)
[Quote from: micelus on December 04, 2011, 10:12:46 pm](#)

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Hey, you got Paint SAI Rumrusher?
or did you always have it?
Christ that guy's mouth is creepy.

LOL

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rumrusher** on **December 04, 2011, 11:39:08 pm**

[Quote from: Robocorn on December 04, 2011, 10:42:07 pm](#)
[Quote from: Kestrel_6 on December 04, 2011, 10:22:28 pm](#)
[Quote from: micelus on December 04, 2011, 10:12:46 pm](#)

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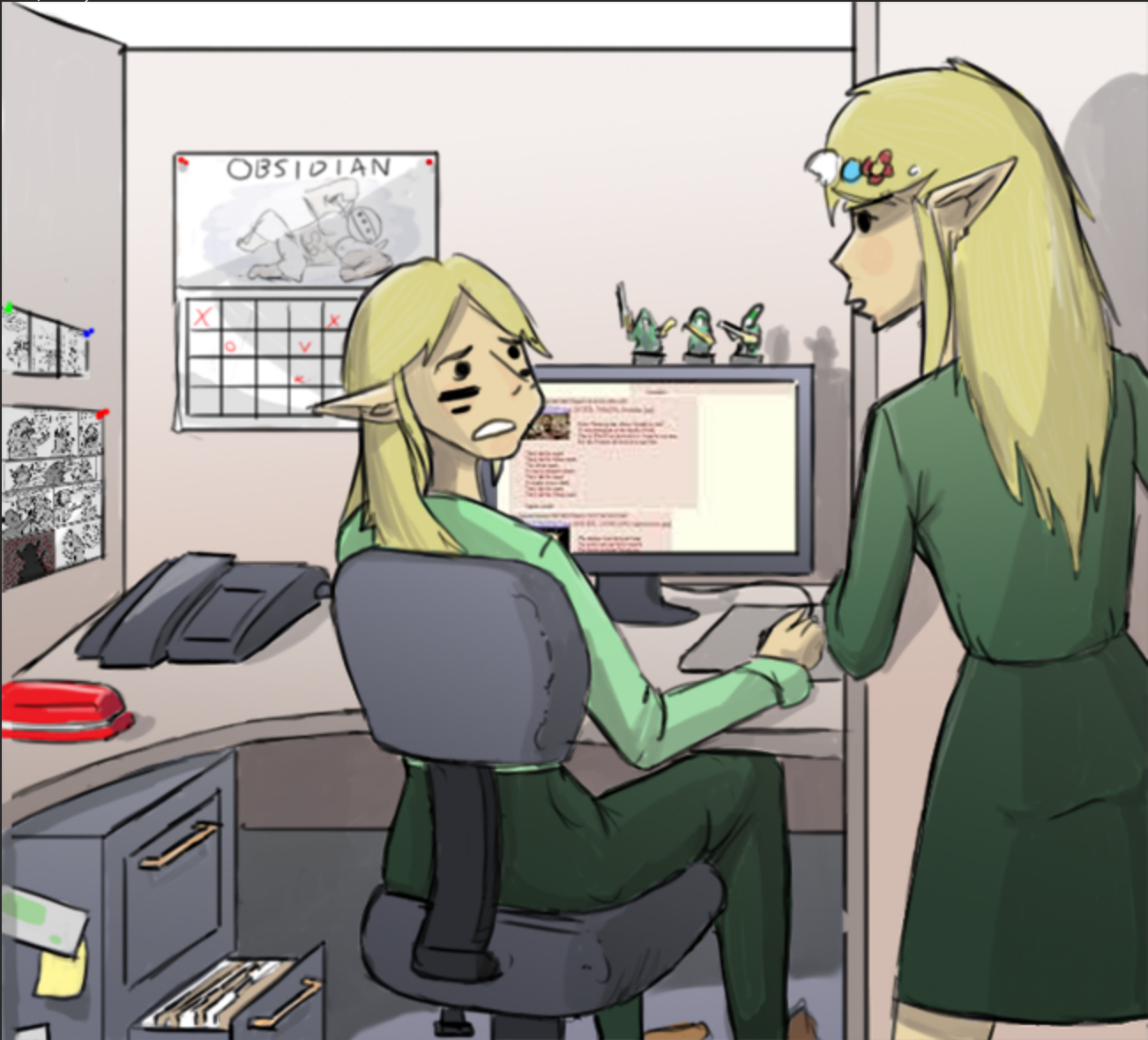
Nope just good ol limited photoshop elements 5 and a nice Wacom cintiq. Animated on it also.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **DarkerDark** on **December 05, 2011, 12:52:59 am**

[Quote from: Robocorn on December 04, 2011, 01:35:35 pm](#)
[Quote from: Dave1004 on November 20, 2011, 02:50:37 pm](#)

With your artistic talent (That is, Legendary+5), have you ever drawn "NSFW" pictures? Just wondering! Do you have a website (DeviantArt?)

It's okay man, if he won't hook you up I drew this picture of Amala doing something pretty NSFW
[Spoiler: NSFW](#) (click to show/hide)



"Amala, do you have the TPS reports...?
what are you reading?"

but really,
[Spoiler: Addendum](#) (click to show/hide)
This is totally safe for work, you could show your grandma this and while she wouldn't get it, she probably wouldn't be offended.
Don't get me banned.

LOL! It's alright, Amala's just browsing /tg/, probably the most worksafe board on that website. :P

[Quote from: The Fool on December 04, 2011, 10:14:01 pm](#)
DarkerDark seems to be missing again (last time Dark was consistently on was months and months ago). Would love to see this be revived, but it's up to DarkerDark.

Yeah, I was off shouting dragons to death. Sorry 'bout that.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **micelus** on **December 05, 2011, 12:58:12 am**

Ah, another victim of ESAD? Welcome back.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Tiruin** on **December 05, 2011, 03:36:57 am**

Quote from: i2amroy on December 04, 2011, 10:19:53 pm

I've got to say that this is probably the longest surviving non-updated adventure/game that I have seen. I mean it's been what, 5 months since the last side story update and almost 10 months since the last main story update and the thread is still going? This is truly crazy madness incarnate (as well as being **one of the most awesome stories out there** that is!)

And the fact that it is in the ACTIVE [Which I believe it still is] section in the Legends, this gets full bumping from random Bay12 forum seekers!

Oh, and quality takes time. Still sticking to that.

EDIT: I missed a long list of posts [and I do not get the NSFW Things :)]

Also, this seems to be the most viewed thread in this sub-forum!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **micelus** on **December 05, 2011, 03:48:00 am**

Not exactly...Look at the bottom of the page.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ottottott** on **December 05, 2011, 09:43:44 am**

Was DD referring to The Elder Scrolls V: Skyrim? I really need to get it. Literally all my friends are playing it. And almost everyone who's not my age as well. I hate living somewhere where money has such a (high? low? Not sure, but let's just say that in some countries, jobless people get more money than the average pay here.) value.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Aklyon** on **December 05, 2011, 10:26:42 am**

Yes, he was talking about Skyrim.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **quip** on **December 05, 2011, 11:04:15 am**

Quote from: Tiruin on December 05, 2011, 03:36:57 am

[and I do not get the NSFW Things :)]

Amala was looking at 4chan. The general consensus is that no thread on there is truly 'work safe'.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **DarkerDark** on **December 05, 2011, 12:32:40 pm**

Alright, just to make a select few of you happy (You know who you are!). People were drawing Night Maidens from one of Deon's mods over in the draw your adventures thread, so I was inspired. Story time!

Tosid tightened the grip on his battle axe and pushed deeper into the lair. His nose wrinkled at the stench of death as he stepped over the twisted remains of unfortunate villagers. These pour souls had long been dead, but even in their advanced stages of decomposition he could tell that they had been eviscerated and their organs removed. No doubt the work of something sinister. He pressed on through the winding earthen tunnel. There was a torchlight up ahead, and he longed to catch a glimpse of whichever foul creature might be inhabiting this underground lair.

Treading softly, Tosid crept towards the light source until he found himself at the entrance to a larger chamber. His beard bristled with nervous tension as his eyes adjusted to the light and he readied his axe. What he saw waiting for him made his eyes bulge wide with awe. There, sitting atop a bed of straw and surrounded by bloodied corpses was a beautiful young woman, completely nude barring the bronze war hammer she clutched close to her bosom. She seemed to have noticed the Dwarf's wandering eyes, for she smiled and let an excited sigh escape her lips.

Spoiler: Risque? Definately. NSFW? More than likely. (click to show/hide)



The Night Maiden licked her lips in anticipation as the Dwarf stood dumbfounded in the doorway. This one looked to be easy pickings and it pleased her to think that she would have another hollowed skull with which to decorate her chamber. She let out a playful and seductive moan, beckoning the Dwarf closer. He obliged willingly and whole-heartedly.

Unfortunately, she had misread the Dwarf. For Tosid's eyes were not drawn to her slender form, which he considered too scrawny for a real woman, but rather they were drawn to the masterwork bronze war hammer she held in her possession. The Night Maiden didn't realize her mistake until the axe was brought down upon her head.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Monkeyfacedprickleback** on **December 05, 2011, 12:37:17 pm**

It *IS* a really nice hammer.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Haspen** on **December 05, 2011, 12:44:06 pm**

It's very nice short story. A+!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Armok** on **December 05, 2011, 12:57:36 pm**

Brilliant, like everything you do.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Robocorn** on **December 05, 2011, 02:04:24 pm**



[Spoiler](#) (click to show/hide)
I'm a terrible person and only terrible people will understand how terrible I am.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **monk12** on **December 05, 2011, 02:06:31 pm**

The heart in a bowl was a nice touch, as well. Excellent as usual.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **TolyK** on **December 05, 2011, 02:14:57 pm**

@Robocorn: :D

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rumrusher** on **December 05, 2011, 02:27:54 pm**

Quote from: DarkerDark on December 05, 2011, 12:32:40 pm
Alright, just to make a select few of you happy (You know who you are!). People were drawing Night Maidens from one of Deon's mods over in the draw your adventures thread, so I was inspired. Story time!
-snip-

That's not a Night maiden that's a less spiky Construct(A creepy(female)creature with stitches all over its body. Iron spikes pierce its skin in different places.). Clearly there's a Cursed Blacksmith(A hulking humanoid in a blacksmith apron with a smithing[sic] mask covering its face. Its hands are replaced with a hammer and a sword which are grafted into its flesh, a long hook sticks out of its back and there's an iron spike instead of one of its legs.) nearby.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Urist McCheeseMaker** on **December 05, 2011, 03:37:55 pm**

Lovely story, there.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **micelus** on **December 05, 2011, 03:46:31 pm**

Superb once again. *Slowly claps hands*.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Tiruin** on **December 06, 2011, 05:32:39 am**

First mistake: Treating your victims are your victims before it
Second: Every race has their own likes, humans these days...
This lead to the downfall of the Maiden. Gotta love products inspired by ingenuity these days. Beautiful story by the way, wonderful art and placing!

But...Sorry if I'm too in detail, don't ears rot away along with the rest of the meat bag or was that cartilage I see on the peasant below?
[Nice armor too, wondered how they keep their food preserved.]

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Kestrel_6** on **December 06, 2011, 05:44:00 am**

How do you post photos us without first uploading them to a site? I was thinking of adding paint sections to *Sky Searcher*.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Urist McCheeseMaker** on **December 06, 2011, 06:01:58 am**

imgur or photobucket, I'd say. You're still uploading them to a site, but it's not -your- site.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Kestrel_6** on **December 06, 2011, 06:06:00 am**

Thanks. Since the death of Sheb Strongsky, Mechanical pilot, I thought it would be fitting to draw his final resting place, on Lastros Ak'Mkal. Be sure to join!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Trapezohedron** on **December 06, 2011, 06:10:53 am**

Fantastic short story there. Of course, Tosid being a dwarf, he was probably more attracted to the weapon she held, in all definitions of attraction, than her.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **DarkerDark** on **December 06, 2011, 10:49:48 am**

Quote from: Tiruin on December 06, 2011, 05:32:39 am
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But...Sorry if I'm too in detail, don't ears rot away along with the rest of the meat bag or was that cartilage I see on the peasant below? [Nice armor too, wondered how they keep their food preserved.]

Yes, but the story that was swirling around in my mind had altered slightly by the time I posted the picture. Originally that was supposed to be a fresh kill, with the face disfigured (probably chewed off), the eyes removed (probably ground into a potion), and an incision starting at the neck and ending just below the belly button. The armored skeleton was supposed to be a former hammerman who had been seduced by the night maiden and turned into her protector, his soul forever damned. Which is why the skeleton still dons all it's armor and why it's actually on the bed of straw rather than on the floor next to it. Implementing these ideas in the story would have just made it long winded without really adding anything. :P

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rumrusher** on **December 06, 2011, 01:30:16 pm**

Quote from: DarkerDark on December 06, 2011, 10:49:48 am
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so in other words the hammer had some Ruins that rose the dead, and the ability to make Night maidens survive the daylight(which normally they can't.). thus meaning the history of that scene was, Hammerer adventurer ran into a lair during Bogey hours and didn't know his hammer had special abilities. a night maiden who was chasing him now released from her curse walks into the den. Now Seeing a naked Lady walk into a lair caused the Hammerer to think she a random Adventurer ask her to join. She agrees then horribly cursed the man into guarding her (by horribly I mean it was a bad hex the spell bound the man to his hammer than to her). So now with her dead does this mean Axe dwarf gets a undead hammerer buddy to go out clubbing, or would this just lead to her head being reanimated and now forever stalking the Axedwarf until she gets drag off by dogs or something?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **DarkerDark** on **December 06, 2011, 08:35:36 pm**

Quote from: Rumrusher on December 06, 2011, 01:30:16 pm

-snip-

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LOL! Now you're just being silly!

So what's the physical description of a night maiden anyways? Is she supposed to be like the witch from Left 4 Dead? I just assumed it was some kind of seductress that lured men away from their homes and consumed their souls or something.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Powder Miner** on **December 06, 2011, 09:58:36 pm**

...Hurg why did I look at that picture...

>.> Too much severed heart.

...*Goes back to look again*

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rumrusher** on **December 06, 2011, 10:36:27 pm**

Quote from: DarkerDark on December 06, 2011, 08:35:36 pm

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Spoiler (click to show/hide)
Code: [\[Select\]](#)

```
[CREATURE:NIGHT_MAIDEN]
[CREATURE_TILE:164]
[NAME:night maiden:night maidens:night maiden]
[CASTE_NAME:night maiden:night maidens:night maiden]
[DESCRIPTION:A beautiful woman floating in the moonlight. Night maidens seduce travellers to lure them away from a road and feast on their sweet flesh.]
[NIGHT_CREATURE_BOGEYMAN]

[SOUND:ALERT:50:1200:VOCALIZATION:giggle:giggles:a giggle]
[SOUND:PEACEFUL_INTERMITTENT:45:40000:VOCALIZATION:giggle:giggles:a giggle]
[SOUND:PEACEFUL_INTERMITTENT:25:5000:NONE:wave your breast:waves her breast:a wind blowing]
[SOUND:PEACEFUL_INTERMITTENT:25:5000:NONE:spread your legs:spreads her legs:a quiet shuffling]
[SOUND:PEACEFUL_INTERMITTENT:25:5000:VOCALIZATION:smooch air:smooches air:a kissing sound]
[SOUND:PEACEFUL_INTERMITTENT:25:5000:VOCALIZATION:NONE:sigh:sighs:a sigh]
[SOUND:PEACEFUL_INTERMITTENT:25:5000:VOCALIZATION:NONE:moan lustfully:moans lustfully:a lustful moaning]

[NATURAL_SKILL:WRESTLING:4]
[NATURAL_SKILL:BITE:6]
[NATURAL_SKILL:MELEE_COMBAT:3]
[NATURAL_SKILL:GRASP_STRIKE:4]
[NATURAL_SKILL:STANCE_STRIKE:4]
[NATURAL_SKILL:DODGING:2]
[NATURAL_SKILL:SITUATIONAL_AWARENESS:9]
[CAN_LEARN]
[CAN_SPEAK]
[FEMALE]
[CLUSTER_NUMBER:2:4]
[PERSONALITY:ANXIETY:0:0:0]
[PERSONALITY:DEPRESSION:50:75:100]
[PERSONALITY:SELF_CONSCIOUSNESS:50:75:100]
[PERSONALITY:VULNERABILITY:0:0:0]
[PERSONALITY:FRIENDLINESS:0:0:0]
[PERSONALITY:ASSERTIVENESS:100:100:100]
[PERSONALITY:CHEERFULNESS:0:0:0]
[PERSONALITY:TRUST:0:0:0]
[PERSONALITY:ALTRUISM:0:0:0]
[PERSONALITY:COOPERATION:0:0:0]
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[NO_EAT]
[NO_SLEEP]
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[BODY_APPEARANCE_MODIFIER:BROADNESS:90:95:98:100:102:105:110]
[BODY_SIZE:0:0:70000]
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[EVIL]
[FANCIFUL]
[AMPHIBIOUS]
[PETVALUE:2000]
[GRASSTRAMPLE:20]
[ALL_ACTIVE]
[SWIMS_INNATE]
[SWIM_SPEED:2500]
[TRAPAVOID]
[NOPAIN]
[NOSTUN]
[NONAUSEA]
[NOFEAR]
[NOEXERT]
```

```
[NO_DIZZINESS]
[NO_FEVERS]
[LARGE_PREDATOR]
[SPHERE:MISERY]
[SPHERE:NIGHT]
[SPHERE:LUST]
[BODY:HUMANOID:2EYES:2EARS:NOSE:2LUNGS:HEART:GUTS:ORGANS:HUMANOID_JOINTS:THROAT:NECK:SPINE:BRAIN:SKULL:5FINGERS:5TOES:MOUTH:FACIAL_FEATURES:TEETH:RIBCAGE:F
EMALEGEN_PROTECTED:2BREASTS_PROTECTED]
[FLIER]
[CANOPENDOORS]
[EQUIPS]
[BODY_DETAIL_PLAN:STANDARD_MATERIALS]
[BODY_DETAIL_PLAN:STANDARD_TISSUES]
[BODY_DETAIL_PLAN:VERTEBRATE_TISSUE_LAYERS:SKIN:FAT:MUSCLE:BONE:CARTILAGE]
[BODY_DETAIL_PLAN:STANDARD_HEAD_POSITIONS]
[BODY_DETAIL_PLAN:HUMANOID_HEAD_POSITIONS]
[BODY_DETAIL_PLAN:HUMANOID_RIBCAGE_POSITIONS]
[BODY_DETAIL_PLAN:HUMANOID_RELSIZES]
[BODY_DETAIL_PLAN:HEAD_HAIR_TISSUE_LAYERS]
[USE_MATERIAL_TEMPLATE:SINEW:SINEW_TEMPLATE]
[TENDONS:LOCAL_CREATURE_MAT:SINEW:200]
[LIGAMENTS:LOCAL_CREATURE_MAT:SINEW:200]

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[TISSUE_NAME:silver teeth:NP]
[TISSUE_MATERIAL:INORGANIC:MOON_SILVER]
[MUSCULAR]
[FUNCTIONAL]
[STRUCTURAL]
[RELATIVE_THICKNESS:1]
[CONNECTS]
[TISSUE_SHAPE:LAYER]
[TISSUE_LAYER:BY_CATEGORY:TOOTH:MOONSILVER]

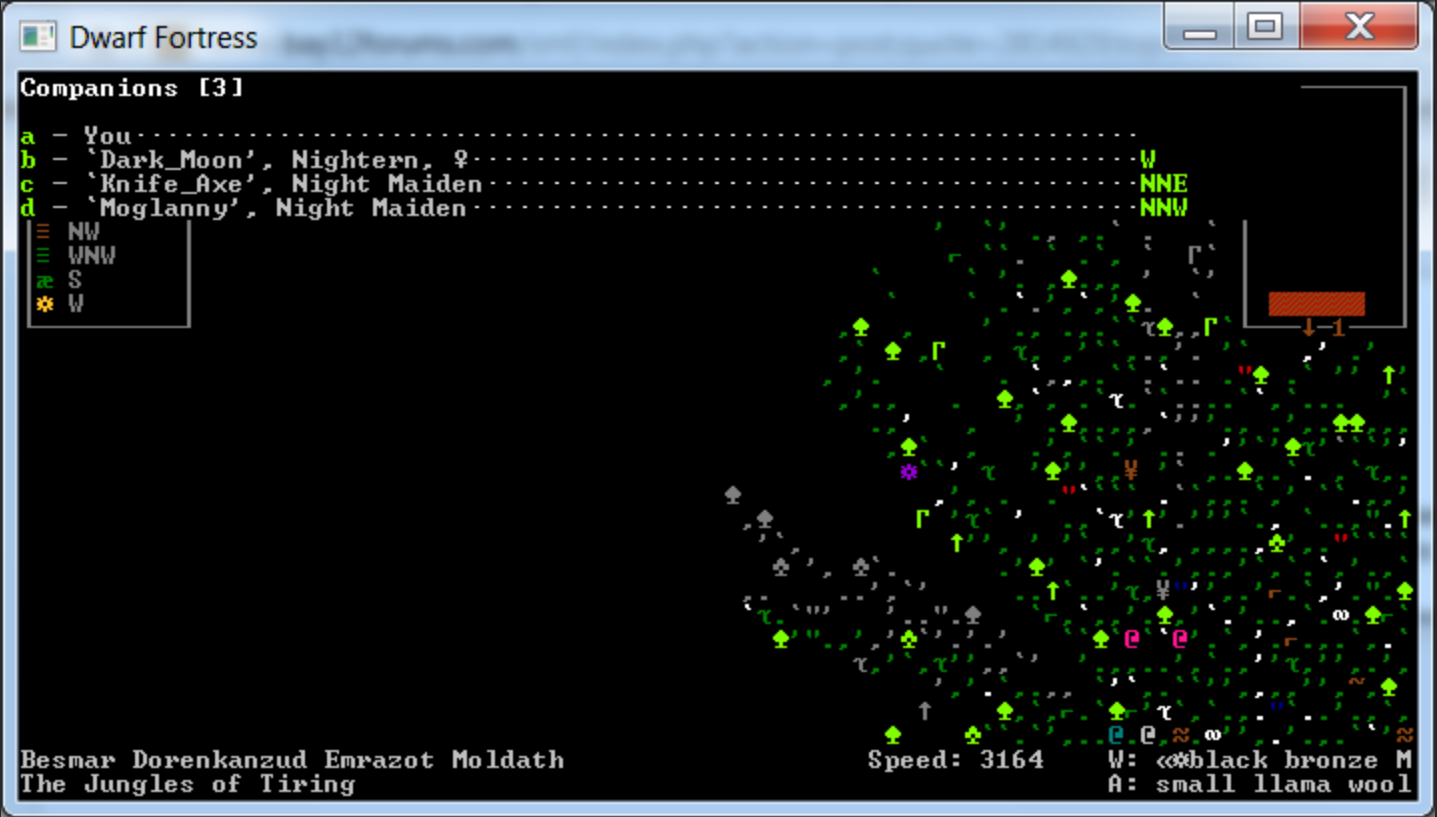
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[NOBREATHE]
[EXTRAVISION]
[HOMEOTHERM:10040]
[COLOR:5:0:1]

[SELECT_TISSUE_LAYER:HEART:BY_CATEGORY:HEART]
[PLUS_TISSUE_LAYER:SKIN:BY_CATEGORY:THROAT]
[TL_MAJOR_ARTERIES]
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[BLOOD:LOCAL_CREATURE_MAT:BLOOD:LIQUID]

[CREATURE_CLASS:GENERAL_POISON]

[ATTACK:BITE:CHILD_BODYPART_GROUP:BY_CATEGORY:HEAD:BY_CATEGORY:TOOTH]
[ATTACK_SKILL:BITE]
[ATTACK_VERB:bite:bites]
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[ATTACK_PENETRATION_PERC:100]
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[ATTACK_PRIORITY:MAIN]
[ATTACK_FLAG_CANLATCH]
[ATTACK:PUNCH:BODYPART:BY_TYPE:GRASP]
[ATTACK_SKILL:GRASP_STRIKE]
[ATTACK_VERB:punch:punches]
[ATTACK_CONTACT_PERC:100]
[ATTACK_FLAG_WITH]
[ATTACK_PRIORITY:MAIN]
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[ATTACK_SKILL:STANCE_STRIKE]
[ATTACK_VERB:kick:kicks]
[ATTACK_CONTACT_PERC:100]
[ATTACK_FLAG_WITH]
[ATTACK_PRIORITY:MAIN]
[PREFSTRING:lustful looks]
[PREFSTRING:beautiful bodies]
```

Pretty much a naked female human that floats and supposed to lure men way from their homes by what Deon wanted but they just fast bogeymen(in mentality still looks like a human female) by bogeymen I mean you can duck out into a house or a lair and poof they are gone. the only Night creature Deon made that hangs out in Lairs are Werewovles(?) or Curse Blacksmith and their Construct women. the only Night women that could only hang out in daylight is if you removed the Bogeyman raw tag from... which I did to do stuff like befriend the Night.



"well these aren't 'Night Creatures' more so Night creatures that are race swap into Light friendly creatures(though all three are humanoid females but the Nightern doesn't have Deon's extra parts)."

so far Nightern is the only Night Creature that when spawn will run away even if they have higher stats and material breathe attacks thus kinda making the illusion of a luring creature even though their suppose to be wondering (Intern)Adventurers wanting to buddy up.

So to sum it up yeah they pretty much a sadist seductress that will Rush you while millions of other bogeymen bum rush as well. So to paint a scene you see 50 grey n chacing you then a random pink n come zooming towards you like a flaming bat out of hell nicks you and you get pin down while the rest of the bogey jump on you.

Quote from: Rumrusher on December 06, 2011, 10:36:27 pm

So to sum it up yeah they pretty much a sadist seductress that will Rush you while millions of other bogeymen bum rush as well. So to paint a scene you see 50 grey n chacing you then a random pink n come zooming towards you like a flaming bat out of hell nicks you and you get pin down while the rest of the bogey jump on you.

Sounds like an Axe Body Spray commercial. Which now that I type that out, is appropriate for entirely new reasons.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Powder Miner** on **December 06, 2011, 10:50:20 pm**

O.o

reads mannerisms

...

...

...I can see that he wanted a seductress.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rumrusher** on **December 06, 2011, 11:12:46 pm**

Quote from: Powder Miner on December 06, 2011, 10:50:20 pm

O.o

reads mannerisms

...

...

...I can see that he wanted a seductress.

But got Blood thirsty warriors who. If you give a battleaxe to be gladly to rush down and cut up birds in the sky, punt gophers far away and be covered in so much blood from just walking to the bandit camp.

Oh well strange how they also classed as pets. I wonder how does that work?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Powder Miner** on **December 06, 2011, 11:22:51 pm**

thinks *thinks* *thi- OH GOD

cough seductress *cough* pet *cough*

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Japa** on **December 06, 2011, 11:30:53 pm**

This is deon we're talking about.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Reudh** on **December 07, 2011, 12:45:20 am**

I cannot believe I missed this entire thread before today! Oh dear!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Trapezohedron** on **December 07, 2011, 03:16:23 am**

Quote from: Powder Miner on December 06, 2011, 11:22:51 pm

thinks *thinks* *thi- OH GOD

cough seductress *cough* pet *cough*

Gog no deon! Why put a reference to some fetish?

...or maybe he's feeling "something".

Who knows?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rumrusher** on **December 07, 2011, 07:36:11 pm**

Quote from: New Guy on December 07, 2011, 03:16:23 am

Quote from: Powder Miner on December 06, 2011, 11:22:51 pm

thinks *thinks* *thi- OH GOD

cough seductress *cough* pet *cough*

Gog no deon! Why put a reference to some fetish?

...or maybe he's feeling "something".

Who knows?

or that we are just taking this to hot coffee levels of Moral crazy uproar.

the pet bit doesn't come up in fort mode embark at all and chances of some elf bringing in night maiden slaves kinda rare right down to asking do bogiemen poof due to being in sunlight or do they poof if an adventurer is in sunlight(or inside) and if someone swaps over to fort mode would they just act normally?

If you ask me I guess Deon just added that in for those going for the slaver route(or extra Challenge) being it's the only bogieman creature that has it.

but enough talking about Deon's genesis mod and more requesting DarkerDark.

Request for more continuation of that Office story perhaps?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rockowl** on **December 08, 2011, 06:24:28 am**

Quote from: Reudh on December 07, 2011, 12:45:20 am

I cannot believe I missed this entire thread before today! Oh dear!

^

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ottottott** on **December 08, 2011, 10:30:42 am**

I'd like to request actually moving on with the main story. Perhaps the dream trance, if it's more preferred.
EDIT: Almost forgot.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **10ebbor10** on **December 13, 2011, 09:56:14 am**

Still alive? Or is this a dead Un-dead dead Undead threat?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ashton1993** on **December 13, 2011, 01:22:16 pm**

Quote from: 10ebbor10 on December 13, 2011, 09:56:14 am
Still alive? Or is this a dead Un-dead dead Undead threat?

A threat? This is the most elf-friendly thread here! Thread though... not so sure about this one, hard to decide.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Aklyon** on **December 13, 2011, 02:01:23 pm**

Its a sluggish thing. Not dead until DarkerDark says it is.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ashton1993** on **December 13, 2011, 02:16:12 pm**

Heh, I think Dada might very well be a necromancer. That nickname just reminded me of the dada art movement, basically lady gaga's cousin - the purpose of the art was to not make sense and offend.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Elmach** on **December 13, 2011, 03:06:12 pm**

It's not dead yet.

It might be sick, but it isn't dead.

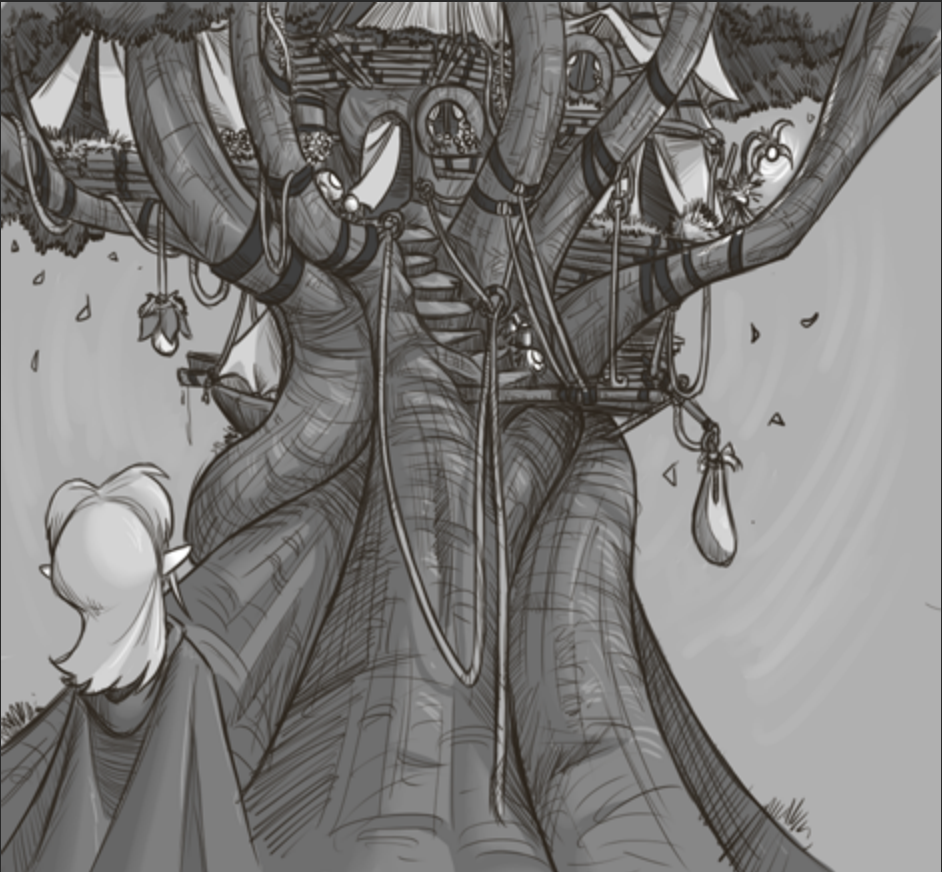
If we post here, the sickness may go away.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **DarkerDark** on **December 13, 2011, 03:39:12 pm**

Since you guys won't let this die!

A dreamworld.

My dreamworld. Or are these just fragments of old memories? It's all so terribly confusing, I just want to go back to laying in the grass and not be bothered by anything ever again. But with that creepy animal man lurking about, I had best move on.



These trees are familiar. Yes. I've been here before. The fog is beginning to lift around my mind's eye and images are coming to the forefront. Memories of people I once knew. Cipone can sense it too and he urges me to dig deeper.



I don't think he's helping. He must know the look I gave him because he immediately backs off and starts stammering nervously, "Oh no! Oh no no no! You're starting to think horrible thoughts! Oh, Amala! You're going to bring back terrible memories if you're not careful!"

"How do you know what I'm thinking?" I scoffed

"Oh! Because! I like to watch you! Uhh! I mean, I've seen that look in your eyes before! Oh! It's going to happen again!" He whined, still backing away, "Please don't think about it! I don't want to live through it again! Please don't kill me!"

I may have been annoyed at his comments, but surely I wouldn't have gone so far as to bring harm to Cipone. After all, I'm just a simple elf of the forest, violence isn't in my nature. Or is it? Part of me remains unsure, so inevitably the question comes to pass, "Why would I want kill you?"

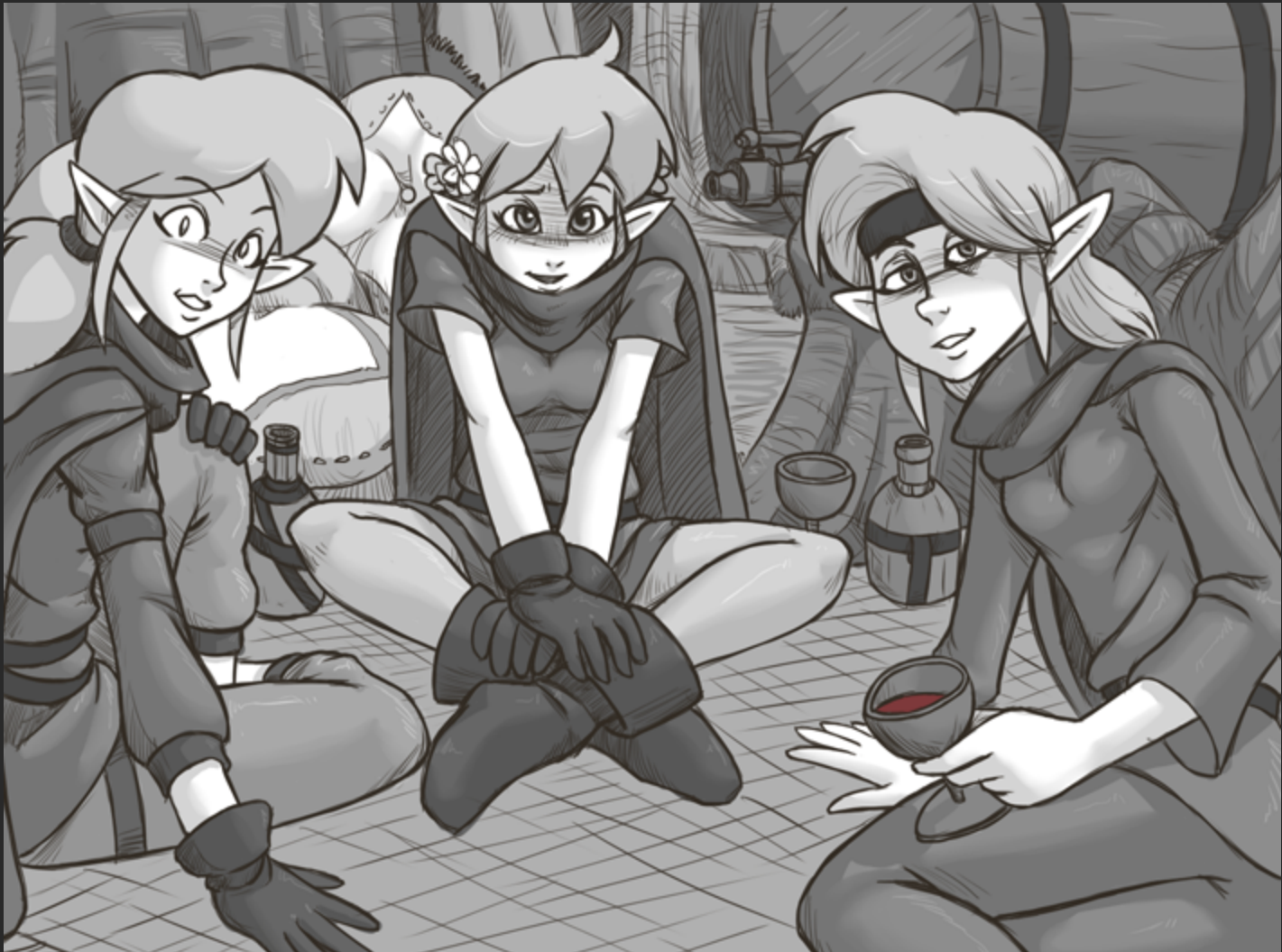


Fog creeps in around us, and to my amazement, Cipone begins to unravel before my very eyes. It comes as no big surprise, really, I am dreaming after all, but what surprises me are his final parting words, "Because, You already have."

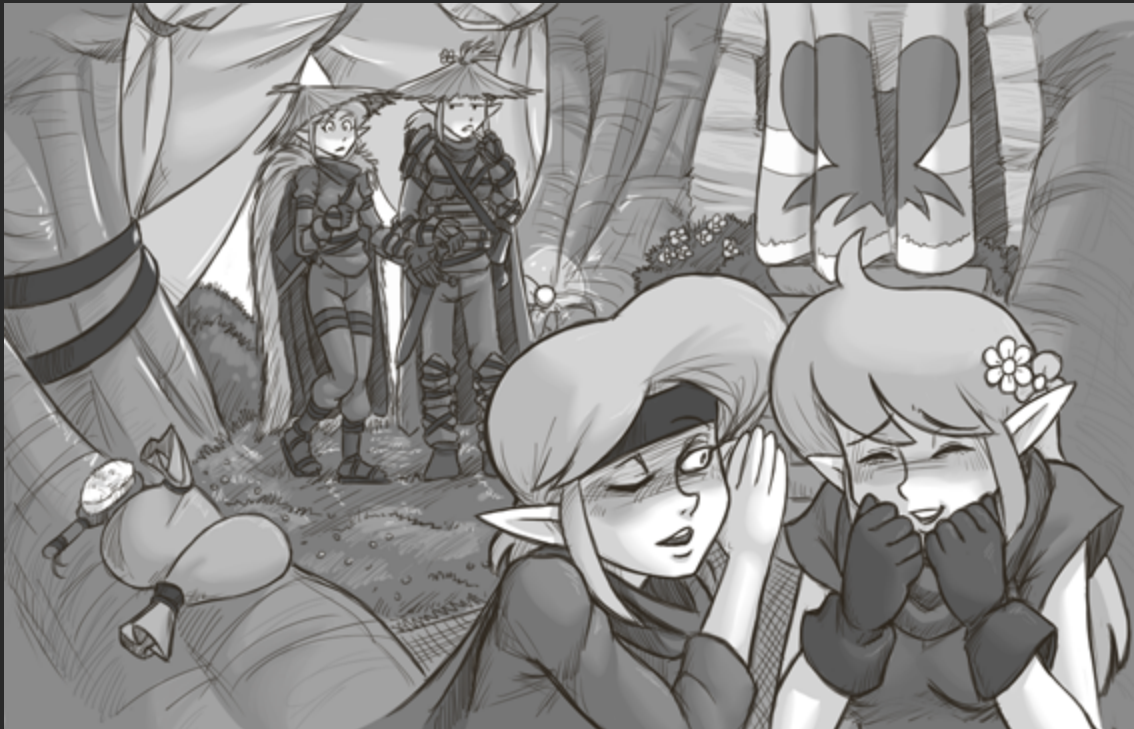
Those words echo throughout my mind as the fog consumes me.



The fog lifts in an instant and I find myself clad in the armor of Aمانereli's veteran warriors. The atmosphere carries a mixture of scents pleasing to the nose. I think I'm in a tree, perhaps the same tree I had glanced upon with Cipone? I can't be sure, but I know that the elf standing next to me is also a warrior of great renown, Ale, I believe his name was. He gestures towards the elves in the center of the room and speaks through gritted teeth, "Amala Nightglimmer, meet the Queen's only daughter and most loved elf in all of Eyoaslef, Princess Ima."



The three elves turned our way and their faces lit up with delight, "Oh! Amala! I'm so glad you could make it! We were just in the middle of a game of Truth or Dare and we could always use another player to make things more interesting!"



One of the elves leaned in towards the princess and whispered, "Ooh, now that Ale is here, we could play spin the bottle instead!" The three of them began to giggle and tease one another. I could tell by the way they carried themselves that they had drunk their fair share of Strawberry wine.

I quirked a brow, and gestured towards the three inebriated elves, "This is our Princess? The one who leads our warriors into battle?"

Ale nodded, "Aye, the very same. Though she doesn't do much leading. Too young, you see. This is why she's called upon you, Amala, to bestow you with the official title of Ranger Captain." He paused for a moment to take a few more puffs from his pipe, "Of course, she'll insist you go through the proper initiation first."

Initiation. Great. I wonder what she has in store for me?

Meanwhile, the band of elite bowelves return from their skirmish singing songs of victory.



"It's done," Boasted the leading bowelf, "The foul frogmen of the marsh have been dispatched and Nightglimmer is back in our hands."

"Yeah, I saw the exchange from here." Valo replied, unimpressed.

"Please, show a little more spirit like the other elves here, Valo. Though I loathe to take the life of a living creature, even one which wriggles in the muck like a bottomfeeder, We've fought a quick victory with not a scratch to show for it. Surely that calls for praise?"

"I swear, Lefu, the victory's gone to your head. Are you not familiar with the inhabitants of this swamp and their fondness for poisons? Have your bowelves check themselves. Poison has a nasty way of numbing the flesh, letting wounds go undetected."

Valo's concerns are quickly washed away when the bowelves search themselves for wounds, as not a single one is found. The decision to send armored elves against the frogmen was a good one, not a single dart penetrated the Amanereli armor. With a great chorus of cheers and laughter, the elves begin to celebrate their great victory.



Even the rain clears up for a few moments in respect to the ancient elven rituals. Dead frogmen are cleaned and quartered, their meat being prepared for consumption by those who had laid them low. Many of the bowelves use the break in the rain to decorate their bodies with special Amanereli dyes mixed with the blood of their kills. Their hearts are circled in the belief that the ones they consume will pass through it in their journey to the next world. It is said that if there is any malice in the warrior's heart, the recently deceased will one day return as an evil spirit in the form of a bogeyman. So songs are sung by the most musically gifted of the elves to lift the hearts of the others and to bring them into a state of peace.

The ceremonies and celebrations continue into the night until the rain returns the next day. Valo presses them into breaking camp to continue their journey.



As Valo begins to coordinate the loading of the barge, Aleya Feralwhispers, the animal caretaker, approaches with the turtle in her hands. "Valo, we have a very brave individual in our company." She beams a smile, "One whom I'd like to think played a key role in rescuing Amala."

"Yeah, I know... Lefu's a good elf. He's one of Nightglimmer's Rangers, you know."

Aleya blinks, flustered for a moment, "No! I mean the turtle! His name is Emofe-caraca Enoloriraci, and if he hadn't risked himself to distract the frogmen, Lefu never would have been able to shoot down their leader."

"Yeah, I don't know about that, Lefu's a pretty good shot."

"Never the less, I've spoken to Emofe and told him about our journey to the Dwarven mountainhomes. He's interested and wants to join our caravan."

"Well, I suppose we can fit him in with the marmots."

"No!" Aleya cooed, "I mean, he wants to join as an honorary member of Amanereli, not as a pet for trade. He's certainly proven his bravery already."

"I don't know, I don't want to be the one responsible if anything happens to the little guy."

"Oh! Don't worry, Valo! He's fully aware of the risks! And he has his shell to protect him if we run into more trouble with the frogmen! He could be our very own champion from the swamps! He really wants to help, Valo!"

"I'm sorry Aleya, but I really don't have time for this, I have to figure out how to fit three elephants, a Titan of old, almost four dozen elves and a herd of mules into two little rafts. I have a dozen tasks to attend to before we set off, Amala's unconsciouss, and to top things off, she's still missing her hat. If Emofe really wants to be helpful, then perhaps he could offer a solution to one of my problems?"

[Spoiler](#) (click to show/hide)



Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ultimuh** on **December 13, 2011, 03:47:41 pm**

Well.. Nice to see an update!
However.. I am currently out of.. suggestions..
So you won't be hearing anything from me quite yet.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Aklyon** on **December 13, 2011, 03:47:51 pm**

Send the turtle to find the hat. If he can't find it, paint it hat colors and use him as the hat.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **10ebbor10** on **December 13, 2011, 03:57:52 pm**

Awesome update
Anyway, in orde to get everyone on the boat: Animal stack
elves
donkeys
elephants
Titan

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Skyrunner** on **December 13, 2011, 04:03:11 pm**

You're back!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Elmach** on **December 13, 2011, 04:14:25 pm**

Make the turtle's shell into a hat that looks like Amala's hat.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ultimuh** on **December 13, 2011, 04:28:49 pm**

Quote from: Elmach on December 13, 2011, 04:14:25 pm
Make the turtle's shell into a hat that looks like Amala's hat.

We are NOT going to kill it.
If that's what you are suggesting.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **The Fool** on **December 13, 2011, 04:42:18 pm**

Paint the turtle to commemorate its role in the attack. After that we shall travel down river again! To the Mountainhome!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ghazkull** on **December 13, 2011, 05:41:17 pm**

I just love that elven pipes...MORE PIPES! Anyway,hmmm

that hat was out of straw right? Make a new one out of reed! Or give her one of the other elves hats.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Reudh** on **December 13, 2011, 06:10:05 pm**

Give the turtle a hat like hers. Then get someone to make her a new one... :P

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Powder Miner** on **December 13, 2011, 06:35:38 pm**

YAAAAAYYYY!

Dreamala:
Find out what they have in store. Preferably when they're sober.
Elves:
Leave the titan. We are more than screwed if it breaks free, and the dwarves might not appreciate us bringing a megabeast into their fortress.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **USEC_OFFICER** on **December 13, 2011, 07:14:29 pm**

I quite enjoyed the badass face on the turtle in the last picture. Would you mind if I used it as my avatar?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **QuakeIV** on **December 13, 2011, 07:49:12 pm**

ITS ALIVE!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Armok** on **December 13, 2011, 08:57:38 pm**

OMG this is back! IT'S BACK!!! :D :D :D

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Hitty40** on **December 13, 2011, 08:59:29 pm**

I request a picture of Amala with glowing red eyes in the second panel when Capone asks if Ima is wearing any clothes.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ultimuh** on **December 13, 2011, 09:01:50 pm**

Quote from: Hitty40 on December 13, 2011, 08:59:29 pm
I request a picture of Amala with glowing red eyes in the second panel when Capone asks if Ima is wearing any clothes.

I would agree on.. uuh.. what other word is there to avoid return of annoying.. word?
Any way.. I agree.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Hitty40** on **December 13, 2011, 09:05:34 pm**

Quote from: Ultimuh on December 13, 2011, 09:01:50 pm
Quote from: Hitty40 on December 13, 2011, 08:59:29 pm
I request a picture of Amala with glowing red eyes in the second panel when Capone asks if Ima is wearing any clothes.

I would agree on.. uuh.. what other word is there to avoid return of annoying.. word?
Any way.. I agree.

I'm confused. What are you trying to say?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ultimuh** on **December 13, 2011, 09:18:30 pm**

Quote from: Hitty40 on December 13, 2011, 09:05:34 pm
Quote from: Ultimuh on December 13, 2011, 09:01:50 pm
Quote from: Hitty40 on December 13, 2011, 08:59:29 pm
I request a picture of Amala with glowing red eyes in the second panel when Capone asks if Ima is wearing any clothes.

I would agree on.. uuh.. what other word is there to avoid return of annoying.. word?
Any way.. I agree.

I'm confused. What are you trying to say?

I say I agree, but I don't want to use.. that T word.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Powder Miner** on **December 13, 2011, 09:32:23 pm**

Oh, thiiiiiiiiiiiiis!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ultimuh** on **December 13, 2011, 09:34:14 pm**

Quote from: Powder Miner on December 13, 2011, 09:32:23 pm
Oh, thiiiiiiiiiiiiis!

Spoiler (click to show/hide)



I raged so much my face melted.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **monk12** on **December 13, 2011, 09:36:24 pm**

Quote from: Ultimuh on December 13, 2011, 04:28:49 pm
Quote from: Elmach on December 13, 2011, 04:14:25 pm
Make the turtle's shell into a hat that looks like Amala's hat.

We are NOT going to kill it.
If that's what you are suggesting.

No no no, we just *camouflage* the turtle to resemble Amala's hat. Add some ferns, and flowers, and... stuff. I don't actually remember what her hat looked like, but I'm sure she won't mind if we make some improvements.

And I'm quite pleased this lives. This this thiiiiis...

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ultimuh** on **December 13, 2011, 09:41:38 pm**

I have an Idea Darkerdark..

Whenever someone stretches the word **this** out into something with more i's.
Make the face melt off a random elf.
If anyone thinks it doesn't fit into the setting, blame it on the swamp gasses. :P

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **USEC_OFFICER** on **December 13, 2011, 09:44:22 pm**

Quote from: Ultimuh on December 13, 2011, 09:41:38 pm
Whenever someone stretches the word **this** out into something with more i's.
Make the face melt off a random elf.
If anyone thinks it doesn't fit into the setting, blame it on the swamp gasses. :P

Wait for it... Wait for it...

Thiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiis

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Tiruin** on **December 13, 2011, 10:41:21 pm**

I love the feeling when everyone else loses hope that this thread will continue in story, then Darkerdark posts.

Go Faith :D

Suggestion: "Now that we are in relative safety, begin checking our coordinates on the map. Order some of the scouts [who is our general leader now?] to search the surrounding area. We still have to protect our supplies and the health of the survivors. We do NOT want to end up as a two-man band leading all these animals so before we start venturing out, so we need a headcount and a census of our supplies. Also, protect the turtle. I believe that [insert the force that the Elves believe in here] is watching over us and is with us through our little shelled friend."

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Kestrel_6** on **December 13, 2011, 10:58:20 pm**

Get the Titan to carry the animals across the river. Genius

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ultimuh** on **December 13, 2011, 10:59:08 pm**

Quote from: Kestrel_6 on December 13, 2011, 10:58:20 pm
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Bad idea.. it will probably attack once released.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Kestrel_6** on **December 13, 2011, 11:00:33 pm**

Quote from: Ultimuh on December 13, 2011, 10:59:08 pm
Quote from: Kestrel_6 on December 13, 2011, 10:58:20 pm
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Bad idea.. it will probably attack once released.

Get someone to guard it.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ultimuh** on **December 13, 2011, 11:01:35 pm**

Quote from: Kestrel_6 on December 13, 2011, 11:00:33 pm
Quote from: Ultimuh on December 13, 2011, 10:59:08 pm
Quote from: Kestrel_6 on December 13, 2011, 10:58:20 pm
Get the Titan to carry the animals across the river. Genius

Bad idea.. it will probably attack once released.

Get someone to guard it.

It will certainly kill the guards, and go for the rest afterwards.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Kadzar** on **December 13, 2011, 11:22:12 pm**

This is going to turn into a river crossing puzzle (http://en.wikipedia.org/wiki/River-crossing_puzzle), isn't it?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Powder Miner** on **December 13, 2011, 11:57:55 pm**

Quote from: Ultimuh on December 13, 2011, 11:01:35 pm
Quote from: Kestrel_6 on December 13, 2011, 11:00:33 pm
Quote from: Ultimuh on December 13, 2011, 10:59:08 pm
Quote from: Kestrel_6 on December 13, 2011, 10:58:20 pm
Get the Titan to carry the animals across the river. Genius

Bad idea.. it will probably attack once released.

Get someone to guard it.

It will certainly kill the guards, and go for the rest afterwards.

Yeah. Just find somewhere secure to put it so the frogmen don't free i- bury it.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Alternategash** on **December 14, 2011, 01:01:39 am**

The cages are wood, we can float them across, towing them behind the raft. With some quick wood-work, we can make them a bit more marsh-worthy.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Monkeyfacedprickleback** on **December 14, 2011, 01:40:55 am**

Paint bright red concentric circles on the turtle. Then Up end the boats so they capture large air bubbles. Put two or three logs/branches/whatever elves use across them. Build a side raft out of the barrels an attach that using cloth or ropereeds, or vines you find in the jungle and make a huge raft like so:
^=====^###%
/ \=== / \###%
| |===| |===%
\ /= ==\ /###%
 \V== ===V###%
= logs or other bouyant support
netting substitute
% barrels

^ Crappy drawing I know but I hope it gets the poin across. At very least my uber-raft should be pretty bouyant. you can also use empty barrels in a similar manner. Use spears to steer it like a giant gondola by pushing of the bank of the river if shallow, and to fend the raft of from submerged logs and whatnot. If its to deep to use spears, ~~use shields as paddles~~. SScratch that I think we already have oars. use the oars instead.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **TheSummoner** on **December 14, 2011, 01:57:35 am**

I love to see a new one up. I never lost faith in this amazing story. ^_^

Dream World: 1) Undergo initiation while drunk. Spin the bottle/Seven minutes in heaven with Ima and Ale. At the same time.

2) Try to remember what happened with the *real* Cipone

Main Story: 1) Paint the turtle up like Amala's lost hat. ALTERNATIVELY make a new hat for Amala and a small one for the turtle as well. Better hats than the one Amala used to have! There should be plenty of reeds and grass and flowers around, so it'll only take a bit of time. Let Aleya Feralwhispers do it... She cares enough about the turtle to make one for him.

2) Determine how much can fit in the boat. How many elves? How much of the caravan supplies? How many trips will it take to get

everything across? (Use one of the ropes to tie the boat to a tree until we're ready to go for real)

3) Find out if we have any elves present who have the necessary skills to harvest more wood in the elven way. We had that one hippie elf who fought for the right to be able to sing as we pleased... He probably could've done it, but he got his hed bit off. See if there are any others like him, but smart enough to know when to keep their mouths shut.

4) Determine how many more boats we can make with our current resoueces and decide if we want to make them the same size as the original, or if we should invest in a few smaller ones (to hold a few bow-elves and scout the swamp/protect the main caravan). A few barrels were likely emptied during the celebrations.

5) Any elves not involved in the above should try to see if there is anything useful that can be made with what can be found in the swamp. Can any form of rope be made with swamp materials? Are there any fallen logs nearby that can be used in boat construction? Can we safely extract some of that frog poison that caused that one elf to overdose and use it to coat our weapons (Do not even attempt this one unless we know what killed him was licking it and not just skin contact... Unless we've got some nice thick gloves available)? These elves should not wander out of sight of the camp. If anything is discovered, soldiers should be present while it is harvested, but not so many that the camp is left vulnerable.

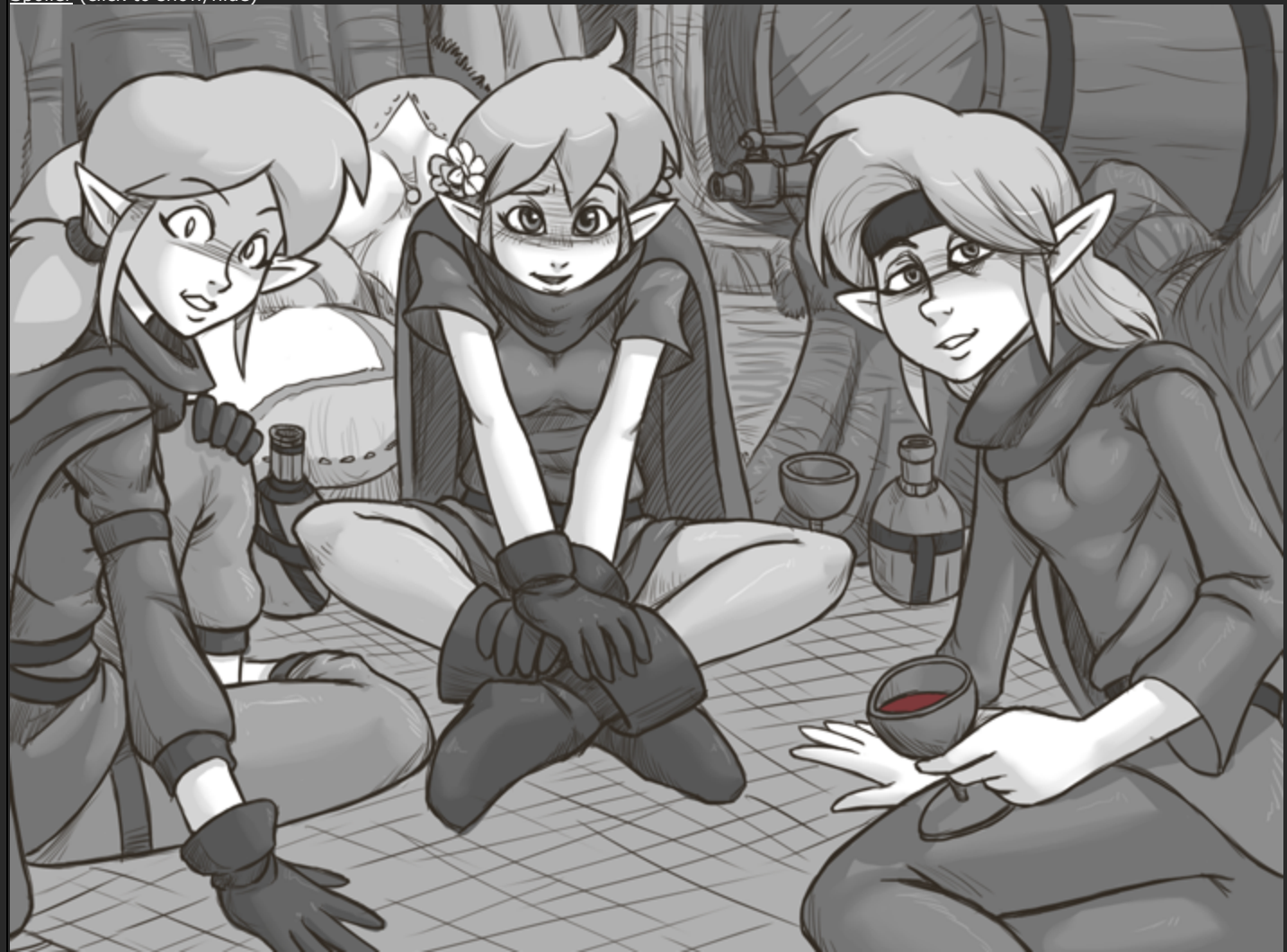
Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rexfelum** on **December 14, 2011, 02:00:40 am**

YES! And also:

Quote from: Rexfelum on February 22, 2011, 02:00:47 pm
"Riraci" is "distract." "Emofe" is "adore" (couldn't find "cute"). "Caraca" is "shell" (couldn't find "turtle"). "Enolo" is "swim." C'mon, put something together!
Quote from: DarkerDark on December 13, 2011, 03:39:12 pm
His name is Emofe-caraca Enoloriraci

YES! And also:

Quote from: DarkerDark on December 13, 2011, 03:39:12 pm
Spoiler (click to show/hide)



I feel as though we should recognize the other two elves. I think the one on the right is the one with the pipe in the lower right here:

Quote from: DarkerDark on January 02, 2011, 09:04:08 am
Spoiler (click to show/hide)



Based on, you know, the eyes. Though the nose is different. Hmm. Other topics:

Quote from: Tiruin on December 13, 2011, 10:41:21 pm
[who is our general leader now?]
Quote from: DarkerDark on January 05, 2011, 09:53:30 am
In the meantime, a new temporary leader shall be appointed, a calm and collected bowelf, Valo Tradedstalks, known for his grass chewing habits.

Otherwise known as the living embodiment (<http://www.bay12forums.com/smf/index.php?topic=55601.msg1382720#msg1382720>) of Creamcorn (<http://www.bay12forums.com/smf/index.php?topic=55601.msg1373921;topicseen#msg1373921>). Wait . . . does that mean I'm Aleya Feralwhispers?

[Quote from: Powder Miner on December 13, 2011, 06:35:38 pm](#)
the dwarves might not appreciate us bringing a megabeast into their fortress.

I vehemently veto any move to ditch the Titan. And it's not just me doing so with my "I'm only in the audience and I don't get much veto" powers; it's the chorus of mad Titan-capturers, such as dragnar and Diablous (<http://www.bay12forums.com/smf/index.php?topic=55601.msg1390970;topicseen#msg1390970>), IronyOwl (<http://www.bay12forums.com/smf/index.php?topic=55601.msg1391428;topicseen#msg1391428>), the recursive Haspen (<http://www.bay12forums.com/smf/index.php?topic=55601.msg1391534;topicseen#msg1391534>) and many others.

[Quote from: monk12 on December 13, 2011, 09:36:24 pm](#)
I don't actually remember what her hat looked like

[Quote from: Rexfelum on January 02, 2011, 02:20:15 pm](#)
You know, this nice deal (<http://i4.photobucket.com/albums/y139/DarkC1oak/elfnoble3.png>) with the one white flower and two red flowers? Last seen being slightly discombobulated by the titan (<http://i4.photobucket.com/albums/y139/DarkC1oak/elf62.png>), then put on its head (<http://i4.photobucket.com/albums/y139/DarkC1oak/elf69.png>)?

I'm just full of links today.

[Quote from: Alternategash on December 14, 2011, 01:01:39 am](#)
The cages are wood, we can float them across, towing them behind the raft. With some quick wood-work, we can make them a bit more marsh-worthy.

People, we are overthinking this. A mule carried an entire elephant and four impaled elves (<http://www.bay12forums.com/smf/index.php?topic=55601.msg1257353#msg1257353>) this whole time. **Strategy: engage in storage and flotation handwaving until all characters and possessions are ready to get underway. Then get underway.** Done. WHO WANTS TO SEE THE PLOT ADVANCE?

--Rexfelum

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Elmach** on **December 14, 2011, 03:45:00 am**

[Quote from: Rexfelum on December 14, 2011, 02:00:40 am](#)
[Quote from: Powder Miner on December 13, 2011, 06:35:38 pm](#)
the dwarves might not appreciate us bringing a megabeast into their fortress.

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Thiiiiis.

I meant this. Don't kill me?

[Quote from: Rexfelum on December 14, 2011, 02:00:40 am](#)
[Quote from: Alternategash on December 14, 2011, 01:01:39 am](#)
The cages are wood, we can float them across, towing them behind the raft. With some quick wood-work, we can make them a bit more marsh-worthy.

People, we are overthinking this. A mule carried an entire elephant and four impaled elves (<http://www.bay12forums.com/smf/index.php?topic=55601.msg1257353#msg1257353>) this whole time. **Strategy: engage in storage and flotation handwaving until all characters and possessions are ready to get underway. Then get underway.** Done. WHO WANTS TO SEE THE PLOT ADVANCE?

--Rexfelum

Thiiis.

...

I did it again, didn't I?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Kestrel_6** on **December 14, 2011, 03:46:12 am**

Can I take over a Bowelf? PLEASE PLEASE PLEASE???

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Tiruin** on **December 14, 2011, 05:01:37 am**

If we take over characters, then make me one civilian who more likely dies soon. Or not.

Anyway second suggestion:

The cage, it was hauled by a mule. Carrying a titan. So why not just stuff most of our animals in there? Relocate the bins and other goods to one of the stronger pack animals (or bring them along in the cage, seperate the food though, in this story I'm not sure if the Titan would still consume while in the cage but it seems really bored...)

Oh, and try to be friends with the titan, if by any reason whatsoever that we get into a death situation, and some suggest to free the titan as a last resort [chance to kill us] why not make friends with it in the meantime as we wait for our warriors to return? Then we might have a fighting chance [against many other dangers, we still have NOT passed the goblins/humans, and nobody has yet encountered roving bandits/night creatures].

That, or we could search for exotic wild animals and tame them as allies [we can do that, right?].

EDIT: Just noticed, the people did keep this from dying. TWENTY whole pages of posts [ignoring the nice adventure story] bumped this until Darkerdark posted again. Beautiful.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Urist McCheeseMaker** on **December 14, 2011, 07:52:08 am**

I'm curious about spin the bottle with Amala. But something tells me she's not going to like that suggestion.

Stack up the cages like a proper dw-... elf, and get going. I agree with Rexfelum.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **ottottott** on **December 14, 2011, 10:01:14 am**

Ever noticed that all the animals the dwarves get from caravans are tamed? If a mule alone can carry an elephant, it should be no problem for the elephant to carry the titan. Tame them and make them carry stuff. They're big enough to move through the water while the mules get on the rafts.
One elephant carries the titan, the other carries all the supplies.
Most of the elves go on one raft and the few others go on the other raft with the mules.
I got no suggestions for the colorless world, but I do need to question why the females, who were on the raft, killing the frogmen, didn't get body paintings. >=F

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Julien Brightside** on **December 14, 2011, 12:52:35 pm**

I am so glad that the elves are still alive.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Armok** on **December 14, 2011, 01:24:32 pm**

What we need to do is put one mole on a barge, and a few elves on the other towing the one with the mule. Then we put an elephant in a cage on the back if the mule, then we put the titan in a cage on the back of the caged elephant, then we put all the supplies in bins and cages on the back of the titan.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **ashton1993** on **December 14, 2011, 02:42:33 pm**

Or we could stop being panzies and load up all the cargo on the rafts, then get all the elves to swim across the river pulling along all the stuff we have via reedy harnesses, hey mules can swim too... right?

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Rexfelum** on **December 14, 2011, 03:27:00 pm**

Quote from: Armok on December 14, 2011, 01:24:32 pm

What we need to do is put one mole on a barge, and a few elves on the other towing the one with the mule. Then we put an elephant in a cage on the back if the mule, then we put the titan in a cage on the back of the caged elephant, then we put all the supplies in bins and cages on the back of the titan.

Aside from the "mole" . . . see, folks, we've got *all kinds* of hand-wavy solutions to let us get up and *go*. I'm pushing hard to just get past this point and move on to a new part of the adventure. I do this for what (I think) are good reasons:

- 1). We've been in the Whispering Marshes, without advancing, for a long time. The "elephant capture" story arc was 5 updates. "Elephant rampage" was 6. Darkerdark has been stuck drawing the same marsh trees for *how long*?
- 2). Beyond visuals, the *game content* needs to advance. We already did the "figure out flotation" puzzle. We took the "wake Amala" puzzle, got one elf killed by frog overdose, lost the help of the amphibian men shaman, and then rendered it irrelevant by granting Amala a reason to stay unconscious. The Whispering Marshes content is *done*.

If this thread is to actually revive, it needs to be interesting to players and to DarkerDark alike. I say we don't waste any time solving a flotation puzzle twice, and instead gloss over it until we are on to a new area with new visuals and decisions.

--Rexfelum

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **The Fool** on **December 14, 2011, 03:34:11 pm**

Agreed. Lets gloss over the logistics of it, and get on with our river run.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Elmach** on **December 14, 2011, 05:06:41 pm**

Quote from: ashton1993 on December 14, 2011, 02:42:33 pm

Or we could stop being panzies and load up all the cargo on the rafts, then get all the elves to swim across the river pulling along all the stuff we have via reedy harnesses, hey mules can swim too... right?

This. Also, let the turtle help with the mules-- it can tow stuff.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **stabbymcstabtab** on **December 14, 2011, 05:38:53 pm**

I agree but get a few fish to help out too.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **ashton1993** on **December 14, 2011, 05:46:30 pm**

Alright so after the elves, the mules, the turtle and the turtle's pet fish pull the cargo across the river I guess we need to think of what to do next... looking at:

Spoiler: This Image (click to show/hide)

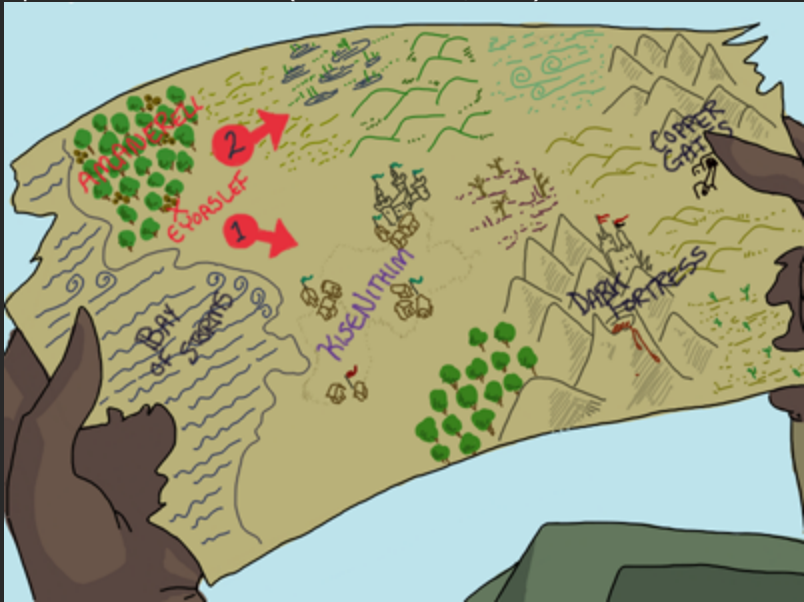


It appears we'll be walking in a desert soon... reckon we can add giant desert scorpions to our petting zoo?

EDIT:

Ahem

Spoiler: [THIS IMAGE](#) (click to show/hide)



Hills... shall we swap out the giant desert scorpions for bogeymen then?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **stabbymcstabtab** on **December 14, 2011, 05:50:03 pm**

This is going to be !!fun!!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **TheSummoner** on **December 14, 2011, 06:08:29 pm**

Quote from: The Fool on December 14, 2011, 03:34:11 pm
Agreed. Lets gloss over the logistics of it, and get on with our river run.

Ok, even if we do gloss over the logistics, I still think we should (if possible) make a few smaller boats so we can have scouts watching and ahead for danger. If the frogmen (or something worse...) attack again, not letting them have the element of surprise (or better yet, getting it ourselves) could be the difference between victory and death.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Siquo** on **December 14, 2011, 06:10:18 pm**

Quote from: Rexfelum on December 14, 2011, 03:27:00 pm
Darkerdark has been stuck drawing the same marsh trees for *how long*?

A year-and-a-half, roughly.

Yes, that long.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Kaelem Gaen** on **December 14, 2011, 06:13:27 pm**

Yeah just do magical elf caravan stacking using DF Physics

But seriously, leave the titan behind in a cage maybe out at the deepest part of the swamp, let him be someone elses problem, I still don't even remember the reason to capture the titan,.. I thought ... it was to sell to the Dwarves? Either way I say lighten to future load by leaving the titan behind.

It's not that I want to make those peoples posts pointless, but I think in the end the titan is foolish and doesn't add to the story... unless it gets free and goes on a rampage.
Besides unless it's a stealth attack on the Dwarven Mountain Homes, you'd need to at least try and tame the titan.

tl;dr

Ditch or tame the titan, use magical Elven DF physics stacking, get across the river using whatever flotation device ends up being created, and get ready for ... I think those are actually Hills not a desert, and not sure on the blue wispy bit.

Title: **!**
Post by: **Elmach** on **December 14, 2011, 06:15:32 pm**

Quote from: Kaelem Gaen on December 14, 2011, 06:13:27 pm

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The titan is *Toady One*. We can't leave him behind! Think of the profit! The dwarves would *love* him!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ashton1993** on **December 14, 2011, 06:43:16 pm**

Quote
leave the titan behind

You sir, are not dwarfy in the slightest :P

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Urist McDwarfFortress** on **December 14, 2011, 06:47:28 pm**

Don't ditch the Titan! If we have to ditch everything else to make room for the Titan, that would be preferable! Imagine if the elves turned up at one of YOUR fortresses with a TITAN in a cage for sale! How many stone mugs would you give them for that!?! You might even consider trading them something made out of that most mystical and powerful material: METAL!!!!

Or, of course, you could just be like me and trade them MAGMA for the lot of it.

Title: **Re: !**
Post by: **Powder Miner** on **December 14, 2011, 07:26:52 pm**

Quote from: Elmach on December 14, 2011, 06:15:32 pm
Quote from: Kaelem Gaen on December 14, 2011, 06:13:27 pm
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But seriously, leave the titan behind in a cage maybe out at the deepest part of the swamp, let him be someone elses problem, I still don't even remember the reason to capture the titan,... I thought ... it was to sell to the Dwarves? Either way I say lighten to future load by leaving the titan behind.

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The titan is *Toady One*. We can't leave him behind! Think of the profit! The dwarves would *love* him!

Dear god, you know what dwarves do, Elmach. Once they try to experiment the fortress'll be flattened. Diplomacy will go down.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Kaelem Gaen** on **December 14, 2011, 08:57:57 pm**

Quote from: ashton1993 on December 14, 2011, 06:43:16 pm
Quote
leave the titan behind
You sir, are not dwarfy in the slightest :P

Of course not, I'm thinking like an Elf, I also suggested the elves try and tame it, If people are that against drowning the blasted thing.

Title: **Re: !**
Post by: **Aklyon** on **December 14, 2011, 09:05:32 pm**

Quote from: Powder Miner on December 14, 2011, 07:26:52 pm
Quote from: Elmach on December 14, 2011, 06:15:32 pm
Quote from: Kaelem Gaen on December 14, 2011, 06:13:27 pm
Yeah just do magical elf caravan stacking using DF Physics

But seriously, leave the titan behind in a cage maybe out at the deepest part of the swamp, let him be someone elses problem, I still don't even remember the reason to capture the titan,... I thought ... it was to sell to the Dwarves? Either way I say lighten to future load by leaving the titan behind.

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Ditch or tame the titan, use magical Elven DF physics stacking, get across the river using whatever flotation device ends up being created, and get ready for ... I think those are actually Hills not a desert, and not sure on the blue wispy bit.

The titan is *Toady One*. We can't leave him behind! Think of the profit! The dwarves would *love* him!
Dear god, you know what dwarves do, Elmach. Once they try to experiment the fortress'll be flattened. Diplomacy will go down.

All sales are final, The Caravan is not liable for any experiment results obtained post-purchase.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Powder Miner** on **December 14, 2011, 09:10:52 pm**

Diplomacy=/=Law.
They won't care about non-liability when they attack us.
IT could be seen as an act of aggression, too, when we bring a megabeast to their fortress, with a bunch of warriors.

Title: **Re: !**
Post by: **Elmach** on **December 14, 2011, 09:17:44 pm**

Quote from: Aklyon on December 14, 2011, 09:05:32 pm

Hills... shall we swap out the giant desert scorpions for bogeymen then?

Nah. Our awesome spiritual body paint means no bogeymen.

--Rexfelum

Title: **Re: !**
Post by: **quip** on **December 15, 2011, 11:01:29 am**

Quote from: Elmach on December 14, 2011, 09:17:44 pm

Thiiiiis.

Why is it everytime it's possible to make the 'Thiiiiis' joke (or any other) on this thread I arrive a post or two after it's been told? I'll swear, it's like a conspiracy to stop me from posting!

...That said I agree with the quote pyramids point. Selling the Titan to Dwarves isn't our goal. It is our Forum Gamely Duty as posters on Bay 12. We must prove ourselves to the Dwarves as their equals in really-bad-and-possibly-suicidally-stupid ideas!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Johnfalcon99977** on **December 15, 2011, 03:15:21 pm**

It seems that this forum game has released another annual update! I can't wait till next year when the Next update will be released :P.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **DarkerDark** on **December 15, 2011, 07:45:50 pm**

Quote from: USEC OFFICER on December 13, 2011, 07:14:29 pm

I quite enjoyed the badass face on the turtle in the last picture. Would you mind if I used it as my avatar?

Sure! Go right ahead!

Quote from: Johnfalcon99977 on December 15, 2011, 03:15:21 pm

It seems that this forum game has released another annual update! I can't wait till next year when the Next update will be released :P.

I LOLed, hard.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **USEC_OFFICER** on **December 15, 2011, 09:06:12 pm**

Quote from: DarkerDark on December 15, 2011, 07:45:50 pm

Quote from: USEC OFFICER on December 13, 2011, 07:14:29 pm

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Sure! Go right ahead!

Excellent.

I had to add in Amala's face or else the picture looked weird. Sadly it kinda shifts focus away from the badass turtle.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **monk12** on **December 15, 2011, 09:12:00 pm**

~~Clearly we need a larger version of badass turtle~~

That's a right shame, it is.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **USEC_OFFICER** on **December 15, 2011, 09:13:03 pm**

Quote from: monk12 on December 15, 2011, 09:12:00 pm

~~Clearly we need a larger version of badass turtle~~

That's a right shame, it is.

~~Obviously a larger version of badass turtle would be awesome.~~

'Tis a right shame indeed.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rexfelum** on **December 15, 2011, 10:19:23 pm**

Quote from: USEC OFFICER on December 15, 2011, 09:06:12 pm

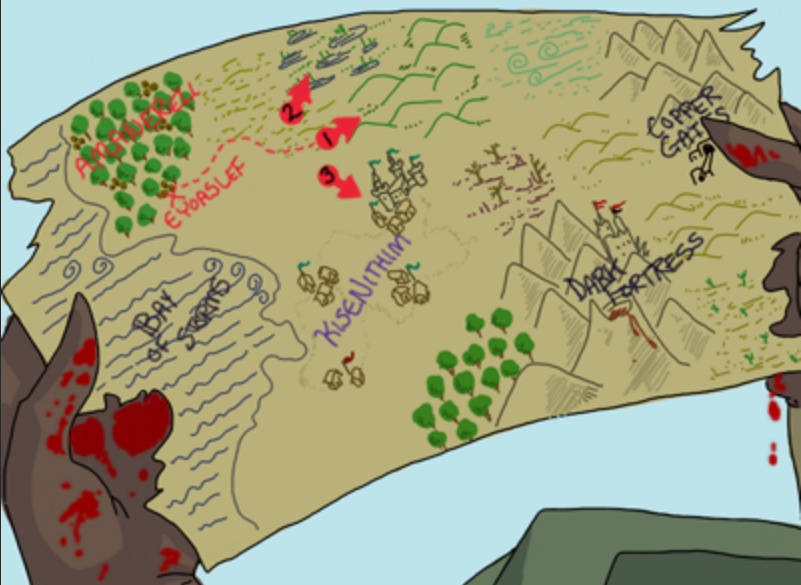
I had to add in Amala's face or else the picture looked weird.

If you're serious about shifting the focus, you might try a series of different crops. Cropping right below her eyes would show that there's a face while giving more "weight" to Emofe.

--Rexfelum

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Tiruin** on **December 15, 2011, 10:39:28 pm**

Suggestion: Based on
Spoiler: [The most recent map](#) (click to show/hide)



, we are approaching hills right after saving Amala and meeting Enofe. Also, we've lost just a handful of elves against animal men.

Read it again, ANIMAL MEN. Compared to most other civilizations out there, they were our allies and then turned against us because of a slight conflict. If we are able to lose a couple of elves to them, who is to say how many will die when we traverse the next ten or so miles? Human bandits, goblin ambushes...Human rider bandits...

It seems that the next thing past the marshes are plains or hills so we must expect some sort of attack there, train up the spearelves in the meantime and gather ammunition for the bowelves, our supplies won't wear thin soon because of the food we just gathered. Also, stating again:

Quote from: Tiruin on December 14, 2011, 05:01:37 am

...try to be friends with the titan, if by any reason whatsoever that we get into a death situation, and some suggest to free the titan as a last resort [chance to kill us] why not make friends with it in the meantime as we wait for our warriors to return? Then we might have a fighting chance [against many other dangers, we still have NOT passed the goblins/humans, and nobody has yet encountered roving bandits/night creatures].

Umm, all this is based on the fact that either we are moving magnets of danger or other people just want our stuff, or our deaths. [/exaggeration]

Also, Amala's backstory seems like a good place to know more about her. But I put **my full faith** in our current conscious leader.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Powder Miner** on **December 15, 2011, 10:57:12 pm**

Yeah, make friends with the best that ate several fo our elves, is a titan, and who we trapped. *That'll work real well.*

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rumrusher** on **December 16, 2011, 03:18:25 am**

So how long until the turtle starts becoming amala?
I expect it to get blonde hair and a sweet hat 2 updates after being placed on her head.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Monkeyfacedprickleback** on **December 16, 2011, 03:42:07 am**

Quote from: Rumrusher on December 16, 2011, 03:18:25 am

So how long until the turtle starts becoming amala?
I expect it to get blonde hair and a sweet hat 2 updates after being placed on her head.

Elves don't breed that way.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rumrusher** on **December 16, 2011, 04:29:17 am**

Quote from: Monkeyfacedprickleback on December 16, 2011, 03:42:07 am

Quote from: Rumrusher on December 16, 2011, 03:18:25 am

So how long until the turtle starts becoming amala?
I expect it to get blonde hair and a sweet hat 2 updates after being placed on her head.

Elves don't breed that way.

What? I was talking about the turtle turning into Amala not the turtle being on amala's head and general Dwarf Fortress biology leading to a half turtle half badass elf son/daughter?
Which doesn't work unless someone used an utility that removes the race barrier with creatures and fix the issue with crossbreeding ~~animals~~ anything that doesn't have the same race descriptions.
Which was that you can't look at their descriptions with out horribly breaking the universe.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Tiruin** on **December 16, 2011, 05:19:12 am**

Quote from: Powder Miner on December 15, 2011, 10:57:12 pm

Yeah, make friends with the best that ate several fo our elves, is a titan, and who we trapped. *That'll work real well.*

Situation: We have casualties, the titan is in a cage [which works as a static forcefield keeping it from harming others] yet there are gaps which we can converse with it.

We have miles yet to traverse of open land and we haven't yet encountered any other sentients other than our main objective. We must at least *try* to befriend it, it may prove useful.

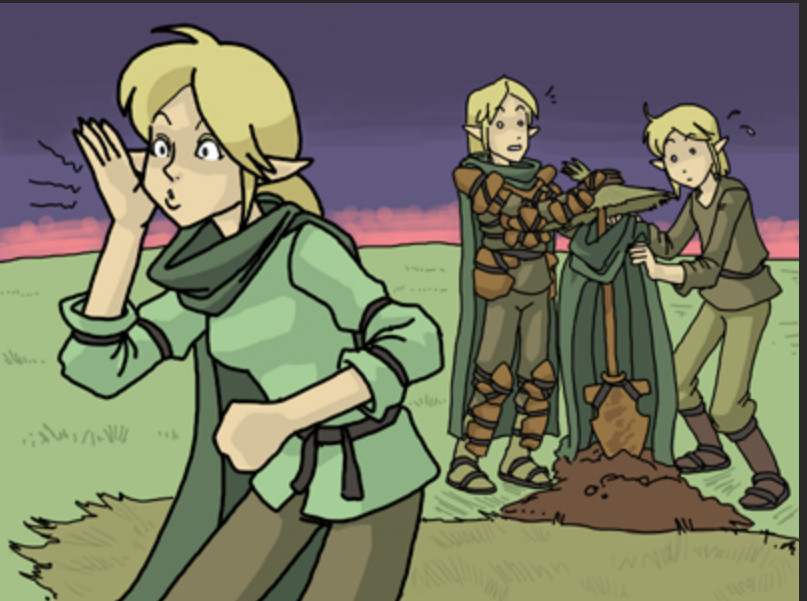
In all essence of that, if I was made an elf then let me be the one to try [or die] in taming the titan.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **QuakeIV** on **December 16, 2011, 03:29:58 pm**

Elves of amanereli, generating avatars since early 2010.

A note though; the art seems more grim than in the first images. I think it might benefit from cleaner lines to make it seem slightly more comical.

EDIT: that was rather vague, however the earlier images artwork seems more playful



Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **SHADOWdump** on **December 16, 2011, 04:15:43 pm**

It is an interesting point. I've found Darker Dark's artwork to have improved massively since this started.(if this is to guage his(her? I swear I've heard 'her' somewhere) actual improvement or if he/she was really just drawing more lax before)

I find myself to enjoy the higher level of detail.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **DarkerDark** on **December 16, 2011, 04:53:41 pm**

Quote from: QuakeIV on December 16, 2011, 03:29:58 pm

Elves of amanereli, generating avatars since early 2010.

A note though; the art seems more grim than in the first images. I think it might benefit from cleaner lines to make it seem slightly more comical.

EDIT: that was rather vague, however the earlier images artwork seems more playful

Yeah, the earlier art was a bit more comical, wasn't it? Maybe that's why I haven't had any good jokes lately. The artwork is too serious. Hmmm...

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ashton1993** on **December 16, 2011, 05:00:40 pm**

I personally prefer the less detailed artwork, except for rare occasions....

Spoiler: [This One](#) (click to show/hide)



Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **SHAD0Wdump** on **December 16, 2011, 05:30:06 pm**

Yeah, using the higher detail is great for the moments of awesome.

I definitely agree with going back to comic-style artwork with a few detailed pictures where it counts.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Armok** on **December 16, 2011, 06:21:01 pm**

I though it looked more serious because it was raining and under the shade of trees, and because of the general mood.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rexfelum** on **December 16, 2011, 09:54:04 pm**

Hey, DarkerDark? You know those links you added to your first post?

Spoiler (click to show/hide)
Quote from: DarkerDark on April 26, 2010, 01:47:39 am

Fanarts and shenanigans of various sorts:

Amala prays to the god of tears Fanart by Rumrusher (<http://www.bay12forums.com/smf/index.php?55601.msg2301618#msg2301618>)
When good elves go bad Fanart by The Fool (<http://www.bay12forums.com/smf/index.php?55601.msg2753000#msg2753000>)
Notsafeforworkantics Fanart by Robocorn (<http://www.bay12forums.com/smf/index.php?55601.msg2809070#msg2809070>)
The Distinguished torch Shenanigans by shome (<http://www.bay12forums.com/smf/index.php?55601.msg1242676#msg1242676>)
We're being watched Shenanigans by Samthere (<http://www.bay12forums.com/smf/index.php?55601.msg1258699#msg1258699>)
Thinking of you babe Shenanigans by Cerol Lenslens (<http://www.bay12forums.com/smf/index.php?55601.msg2454449#msg2454449>)

DarkerDark's miscellaneous artwork (warning! May contain giant four armed rat men of doom!):

Drawing tools comparison (<http://www.bay12forums.com/smf/index.php?55601.msg2278977#msg2278977>)
Lizardmen nobles and flying contraptions (<http://www.bay12forums.com/smf/index.php?55601.msg2727893#msg2727893>)
People only wish this was a cutebold (<http://www.bay12forums.com/smf/index.php?55601.msg2728130#msg2728130>)
Digging your DOOOOOOOM (<http://www.bay12forums.com/smf/index.php?55601.msg2729433#msg2729433>)
Giant four armed rat man of DOOOOOOM (<http://www.bay12forums.com/smf/index.php?55601.msg2734913#msg2734913>)
The Elves of Amanereli meet a troll (<http://www.bay12forums.com/smf/index.php?55601.msg2736132#msg2736132>)
An epic tale (<http://www.bay12forums.com/smf/index.php?55601.msg2752918#msg2752918>)

You know; those? They don't work on my computer. The URL's require "topic=" in them, like this:

Spoiler (click to show/hide)
Quote from: DarkerDark on April 26, 2010, 01:47:39 am

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An epic tale (<http://www.bay12forums.com/smf/index.php?topic=55601.msg2752918#msg2752918>)

Now, art detail. I say do whatever you want, DarkerDark. Your stuff is awesome. Are you convinced that the art style, itself, imposes on your ability to be funny? You could do more cartoon-like exaggeration with the older art, yes, but those aren't "jokes." Most of your jokes are comedic reveals hiding behind a spoiler, which are funny if they're *funny*. E.g., Emofe hat.

So the only difference would be in whether the delivery is cartoony. That's up to you.

--Rexfelum

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **ottottott** on **December 17, 2011, 01:13:35 am**

The links are indeed mostly broken for me. They just redirected to the bay12forums homepage.

As for the art. I think the latter drawing style with more detail is way better. Like, really, much better.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **DarkerDark** on **December 17, 2011, 06:56:33 am**

Quote from: Rexfelum on December 16, 2011, 09:54:04 pm

Hey, DarkerDark? You know those links you added to your first post?

Spoiler (click to show/hide)

Quote from: DarkerDark on April 26, 2010, 01:47:39 am

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So the only difference would be in whether the delivery is cartoony. That's up to you.

--Rexfelum

Fixed. Thanks for pointing that out!

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **fergus** on **December 20, 2011, 04:47:44 am**

Posting to watch.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Flaede** on **December 20, 2011, 06:38:00 pm**

An update!

Shock. Amazement! And WOW! The quality of the story, the humour, and the art, all just as great or better. Glad this one's survived, DarkerDark.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **scout890** on **December 20, 2011, 07:13:31 pm**

Posting to watch.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Dorten** on **December 21, 2011, 12:23:38 am**

Posting to bump

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Kestrel_6** on **December 21, 2011, 01:06:00 am**

Quote from: ashton1993 on December 16, 2011, 05:00:40 pm

I personally prefer the less detailed artwork, except for rare occasions....

Spoiler: This One (click to show/hide)



Totally a Lord of the Rings reference.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **The Fool** on **December 21, 2011, 01:12:54 am**

Quote from: Kestrel_6 on December 21, 2011, 01:06:00 am

Quote from: ashton1993 on December 16, 2011, 05:00:40 pm

I personally prefer the less detailed artwork, except for rare occasions....

Spoiler: [This One](#) (click to show/hide)



Totally a Lord of the Rings reference.

The action request that everyone wanted DD to draw was a video of Legolas killing the war-elephant. That was an epic update.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Tiruin** on **December 21, 2011, 03:25:39 am**

Quote from: The Fool on December 21, 2011, 01:12:54 am

Quote from: Kestrel_6 on December 21, 2011, 01:06:00 am

Quote from: ashton1993 on December 16, 2011, 05:00:40 pm

I personally prefer the less detailed artwork, except for rare occasions....

Spoiler: [This One](#) (click to show/hide)



Totally a Lord of the Rings reference.

The action request that everyone wanted DD to draw was a video of Legolas killing the war-elephant. That was an epic update.
And...come to think of it, this was the first in-detail picture compared to the rest at the time, that or a close up makes everything better.

Quote from: DarkerDark on December 16, 2011, 04:53:41 pm

Quote from: QuakeIV on December 16, 2011, 03:29:58 pm

Elves of amanereli, generating avatars since early 2010.

A note though; the art seems more grim than in the first images. I think it might benefit from cleaner lines to make it seem slightly more comical.

EDIT: that was rather vague, however the earlier images artwork seems more playful

Yeah, the earlier art was a bit more comical, wasn't it? Maybe that's why I haven't had any good jokes lately. The artwork is too serious. Hmmm...

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Phantom of The Library** on **December 22, 2011, 07:52:30 pm**

Looking at the art from a few updates back, it seems that the extreme detail only came into being on the last update (although he did say that he was going to try to make it more detailed on Jan. 2nd), so it's doubtful that that's what's been the problem, however if he feels that it's holding him back then go for it.
Personally I liked the simpler version better; except for as ashton said on rare or dramatic occasions (which I considered this to be one), I feel that the simpler style lends to a more comic feel rather than, as we have now, a grimmer, planning feel.

Speaking of plans.
For the elves, I say finish with the ceremonies for now. If not all elves are required to attend, I would suggest sending out a scout to map out the surrounding area so we can best navigate it (or if necessary island hop out through the swamps, since I'm pretty sure that two barges aren't going to be enough to carry everything at once, and after checking our current supplies, we probably don't have enough to make another)
Also, depending on how paranoid we are by this point, we might consider sending out a *chain* of scouts; each one in sight range of the other, so there's no chance of mysterious disappearances.
Spoiler: Semi-Serious Suggestion (click to show/hide)
Construct a strap system for Emofe so that he won't fall off if there's sudden movement, but make sure that he can free himself from it at any time if necessary! Possibly use swamp grasses for this, or would that be too flimsy?

For Amala, I think that we should just go with the flow, do what seems natural.
Spoiler (click to show/hide)
Hoping that that doesn't mean kill everything

Spoiler: To Darkerdark: (click to show/hide)
~~Permission to use an edited version of Cero (anybody remember him?) as my avatar?~~
~~edit: Edited version that I have already made~~ Permission has been granted

Spoiler (click to show/hide)
FIRST POST!!! 🤖 A momentous occasion!
On a related note, how do I put descriptions into my spoilers?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ed boy** on **December 22, 2011, 08:33:45 pm**

Quote from: Phantom of The Library on December 22, 2011, 07:52:30 pm

On a related note, how do I put descriptions into my spoilers?

Like this:

Code: [Select]
[spoiler=spoiler description]
spoiler text
[/spoiler]

becomes:
Spoiler: spoiler description (click to show/hide)

Spoiler: Demonstrating My Newly Gained Knowledge (click to show/hide)
I was going to put a quote of your post, but the end spoiler tag was wanting to close off the first. 😞
Thank you kind (sir? I'm assuming from the name, if not then ma'am) I checked the SMF index but I couldn't find anything on spoilers at all.

Also, sorry for the derail.
Spoiler: Kinda' Like This (click to show/hide)



[stupid]I have an idea about the story behind the art change! Remember how early on people would say things like 'replace all the warriors with armless children' and 'use elephant noises to lure elephants to the cage trap'? As we started going on to such important matters as this:
Spoiler: Serious Business (click to show/hide)



the art style became more grim. I propose we all make retarded suggestions, give Amala a few reasons to kill another elf
[Spoiler: Like So](#) (click to show/hide)



and the illustrations will be cartoony again within an update or two from now![/stupid]

In all seriousness, I actually kinda like how the art has changed. It feels like the comic's drawings are matching up with the location; back when the elves were in their happy homeland, everything was light and silly. Now that they're in the dangerous and soggy swamps, the lines are thinner and their are more of them, which is reminiscent of a drizzling rain to me. Maybe when the caravan reaches the mountainhome, the art will be blockier and more minimalistic, fitting with the dwarven theme. At any rate, the art throughout the entire comic has been consistently the highest quality out of any long-running thread.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Tiruin** on **December 22, 2011, 11:13:00 pm**

Elves will die.

We still have a long way to go, stating again we haven't met any other humanoids.

[Quote from: Araph on December 22, 2011, 09:38:24 pm](#)

At any rate, the art throughout the entire comic has been consistently the highest quality out of any long-running thread.

Fully agree.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Armok** on **December 23, 2011, 07:39:53 am**

What Araph said.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Phantom of The Library** on **December 23, 2011, 04:22:46 pm**

[Quote from: Araph on December 22, 2011, 09:38:24 pm](#)

[stupid]I have an idea about the story behind the art change! Remember how early on people would say things like 'replace all the warriors with armless children' and 'use elephant noises to lure elephants to the cage trap'? As we started going on to such important matters as this:
[Spoiler: Serious Business](#) (click to show/hide)



the art style became more grim. I propose we all make retarded suggestions, give Amala a few reasons to kill another elf
[Spoiler: Like So](#) (click to show/hide)



and the illustrations will be cartoony again within an update or two from now![/stupid]

[silly]You're quite right; clearly we should have all the elves form a bridge, using themselves, tickle the Titan, and have a large, noisy party in celebration of their victory, inviting all of the frogmen over to our camp to sing thiiiis while playing pin the tail on the Titan.[/silly]

Quote from: Araph on December 22, 2011, 09:38:24 pm

It feels like the comic's drawings are matching up with the location; back when the elves were in their happy homeland, everything was light and silly. Now that they're in the dangerous and soggy swamps, the lines are thinner and their are more of them, which is reminiscent of a drizzling rain to me. Maybe when the caravan reaches the mountainhome, the art will be blockier and more minimalistic, fitting with the dwarven theme.

You raise a valid point, I didn't consider this.

Quote from: Tiruin on December 22, 2011, 11:13:00 pm

Elves will die.

Yep.

Quote from: Tiruin on December 22, 2011, 11:13:00 pm

We still have a long way to go, stating again we haven't met any other humanoids.

I understand what you mean by that, but wouldn't the frogmen be considered humanoid?

Spoiler: Two Arms, Two Legs, Head, and a Central Torso (click to show/hide)



Quote from: Tiruin on December 22, 2011, 11:13:00 pm

Quote from: Araph on December 22, 2011, 09:38:24 pm

At any rate, the art throughout the entire comic has been consistently the highest quality out of any long-running thread.

Fully agree.

Quote from: Armok on December 23, 2011, 07:39:53 am

What Araph said.

I don't think it's possible to disagree.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Hitty40** on **December 23, 2011, 05:19:51 pm**

I request a picture of an elf wearing the iron helmet from Skyrim shouting at a troll on top of a mountain 'FUS RO DAH'.

With an arrow in the knee.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Araph** on **December 23, 2011, 05:39:27 pm**

Quote from: Hitty40 on December 23, 2011, 05:19:51 pm

'FUS RO DAH'.

NOOOOOOOOOOOOoooooooooooo.....

Sorry, that phrase just brings up bad memories. *Terrible* memories. Memories of the one time a pair of fools dared to challenge my grasp of Elder Scrolls lore. Challenges like that are one of my berserk buttons.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Hitty40** on **December 23, 2011, 05:43:54 pm**

Quote from: Araph on December 23, 2011, 05:39:27 pm

Quote from: Hitty40 on December 23, 2011, 05:19:51 pm

'FUS RO DAH'.

NOOOOOOOOOOOOoooooooooooo.....

Sorry, that phrase just brings up bad memories. *Terrible* memories. Memories of the one time a pair of fools dared to challenge my grasp of Elder Scrolls lore. Challenges like that are one of my berserk buttons.



Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Araph** on **December 23, 2011, 05:46:33 pm**

Well, it's only really bad if you get the spelling and order of the words wrong, then argue with me when I correct you. Like *some* people did. *grumble grumble*

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Hitty40** on **December 23, 2011, 05:48:17 pm**

Quote from: Araph on December 23, 2011, 05:46:33 pm
Well, it's only really bad if you get the spelling and order of the words wrong, then argue with me when I correct you. Like *some* people did. *grumble grumble*

DAH FUS RO!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Araph** on **December 23, 2011, 05:53:21 pm**

...

Why do you hate me so?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ultimuh** on **December 23, 2011, 06:07:21 pm**

Quote from: Araph on December 23, 2011, 05:53:21 pm
...
Why do you hate me so?

SHU DO RAF!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **monk12** on **December 23, 2011, 08:45:48 pm**

Quote from: Hitty40 on December 23, 2011, 05:48:17 pm
Quote from: Araph on December 23, 2011, 05:46:33 pm
Well, it's only really bad if you get the spelling and order of the words wrong, then argue with me when I correct you. Like *some* people did. *grumble grumble*
DAH FUS RO!

RO RO FIGHT DAH FUS!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Flaede** on **December 23, 2011, 10:03:16 pm**

Quote from: Tiruin on December 22, 2011, 11:13:00 pm
Elves will die.
We still have a long way to go, stating again we haven't met any other humanoids.

Oh! And I suppose the frogs didn't have two legs, arms, a head and opposable thumbs?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rockowl** on **December 23, 2011, 10:06:35 pm**

Hey kids, skooma is bad, mmmkay? If you do it you're bad, 'Cause skooma is bad, so don't do it, mmkay?
<http://www.youtube.com/watch?v=sRTURelBWHA> (<http://www.youtube.com/watch?v=sRTURelBWHA>)

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Tiruin** on **December 24, 2011, 12:56:48 am**

Quote from: Flaede on December 23, 2011, 10:03:16 pm
Quote from: Tiruin on December 22, 2011, 11:13:00 pm
Elves will die.
We still have a long way to go, stating again we haven't met any ***other*** humanoids.
Oh! And I suppose the frogs didn't have two legs, arms, a head and opposable thumbs?

Yes, I do know **frogmen** are humanoids. :P

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **USEC_OFFICER** on **December 24, 2011, 11:43:44 am**

Quote from: monk12 on December 23, 2011, 08:45:48 pm

Quote from: Hitty40 on December 23, 2011, 05:48:17 pm

Quote from: Araph on December 23, 2011, 05:46:33 pm

Well, it's only really bad if you get the spelling and order of the words wrong, them argue with me when I correct you. Like *some* people did. *grumble grumble*

DAH FUS RO!

RO RO FIGHT DAH FUS!

WGAH NAGL FHTAGN!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **The Fool** on **December 24, 2011, 01:02:27 pm**

Quote from: USEC_OFFICER on December 24, 2011, 11:43:44 am

Quote from: monk12 on December 23, 2011, 08:45:48 pm

Quote from: Hitty40 on December 23, 2011, 05:48:17 pm

Quote from: Araph on December 23, 2011, 05:46:33 pm

Well, it's only really bad if you get the spelling and order of the words wrong, them argue with me when I correct you. Like *some* people did. *grumble grumble*

DAH FUS RO!

RO RO FIGHT DAH FUS!

WGAH NAGL FHTAGN!

RO RO FIGH DA POU WA!

Lets not derail this further. So the elves need to make a river run...

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Phantom of The Library** on **December 24, 2011, 02:48:27 pm**

Quote from: The Fool on December 24, 2011, 01:02:27 pm

Lets not derail this further. So the elves need to make a river run...

Indeed, here are the ideas so far, starting with the first and ending with the first after the update and ending with the last serious one:

Spoiler: Idea 1 (click to show/hide)
Quote from: Aklyon on December 13, 2011, 03:47:51 pm

Send the turtle to find the hat. If he can't find it, paint it hat colors and use him as the hat.

A good suggestion, but we need to ADVANCE.

Spoiler: Idea 2 (click to show/hide)
Quote from: 10ebbor10 on December 13, 2011, 03:57:52 pm

Awesome update
Anyway, in orde to get everyone on the boat: Animal stack
elves
donkeys
elephants
Titan

This will probably work but if not see Idea 12

Spoiler: Idea 3 (click to show/hide)
Quote from: Tiruin on December 13, 2011, 10:41:21 pm

I love the feeling when everyone else looses hope that this thread will continue in story, then Darkerdark posts.

Go Faith 😊

Suggestion: "Now that we are in relative safety, begin checking our coordinates on the map. Order some of the scouts [who is our general leader now?] to search the surrounding area. We still have to protect our supplies and the health of the survivors. We do NOT want to end up as a two-man band leading all these animals so before we start venturing out, so we need a headcount and a census of our supplies. Also, protect the turtle. I believe that [insert the force that the Elves believe in here] is watching over us and is with us through our little shelled friend."

See Idea 12

Spoiler: Idea 4 (click to show/hide)
Quote from: Monkeyfacedprickleback on December 14, 2011, 01:40:55 am

Paint bright red concentric circles on the turtle. Then Up end the boats so they capture large air bubbles. Put two or three logs/branches/whatever elves use across them. Build a side raft out of the barrels an attach that using cloth or ropereeds, or vines you find in the jungle and make a huge raft like so:

^=====^###%
/ \== / \##%
| |==| |==%
 \ /== \ /##%
 \ \== \ \##%
= logs or other bouyant support
netting substitute
% barrels

^ Crappy drawing I know but I hope it gets the poin across. At very least my uber-raft should be pretty bouyant. you can also use empty barrels in a similar manner. Use spears to steer it like a giant gondola by pushing of the bank of the river if shallow, and to fend the raft of from submerged logs and whatnot. If its to deep to use spears, ~~use shields as paddles~~. SCratch that I think we already have oars. use the oars instead.

This might work in an emergency, but we should try less conventional methods first :P

Spoiler: Idea 5 (click to show/hide)
Quote from: TheSummoner on December 14, 2011, 01:57:35 am

I love to see a new one up. I never lost faith in this amazing story. ^_^

Dream World: 1) Undergo initiation while drunk. Spin the bottle/Seven minutes in heaven with Ima and Ale. At the same time.

2) Try to remember what happened with the *real* Cipone

Main Story: 1) Paint the turtle up like Amala's lost hat. ALTERNATIVELY make a new hat for Amala and a small one for the turtle as well. Better hats than the one Amala used to have! There should be plenty of reeds and grass and flowers around, so it'll only take a bit of time. Let Aleya Feralwhispers do it... She cares enough about the turtle to make one for him.

2) Determine how much can fit in the boat. How many elves? How much of the caravan supplies? How many trips will it take to get everything across? (Use one of the ropes to tie the boat to a tree until we're ready to go for real)

3) Find out if we have any elves present who have the necessary skills to harvest more wood in the elven way. We had that one hippie elf who fought for the right to be able to sing as we pleased... He probably could've done it, but he got his hed bit off. See if there are any others like him, but smart enough to know when to keep their mouths shut.

4) Determine how many more boats we can make with our current resoueces and decide if we want to make them the same size as the original, or if we should invest in a few smaller ones (to hold a few bow-elves and scout the swamp/protect the main caravan). A few barrels were likely emptied during the celebrations.

5) Any elves not involved in the above should try to see if there is anything useful that can be made with what can be found in the swamp. Can any form of rope be made with swamp materials? Are there any fallen logs nearby that can be used in boat construction? Can we safely extract some of that frog poison that caused that one elf to overdose and use it to coat our weapons (Do not even attempt this one unless we know what killed him was licking it and not just skin contact... Unless we've got some nice thick gloves available)? These elves should not wander out of sight of the camp. If anything is discovered, soldiers should be present while it is harvested, but not so many that the camp is left vulnerable.

(1).Good Idea but unnecessary distraction. (2).See Ideas Twelve and Two (3).This is a very good idea, but it would probably be better to wait until we're at the edge of the swamp, unless we *really* need the wood. (4).See Idea Twelve (5). Concurred, no Idle Elves, take no chances.

Spoiler: Idea 6 (click to show/hide)

Quote from: Rexfelum on December 14, 2011, 02:00:40 am

YES! And also:

Quote from: Rexfelum on February 22, 2011, 02:00:47 pm

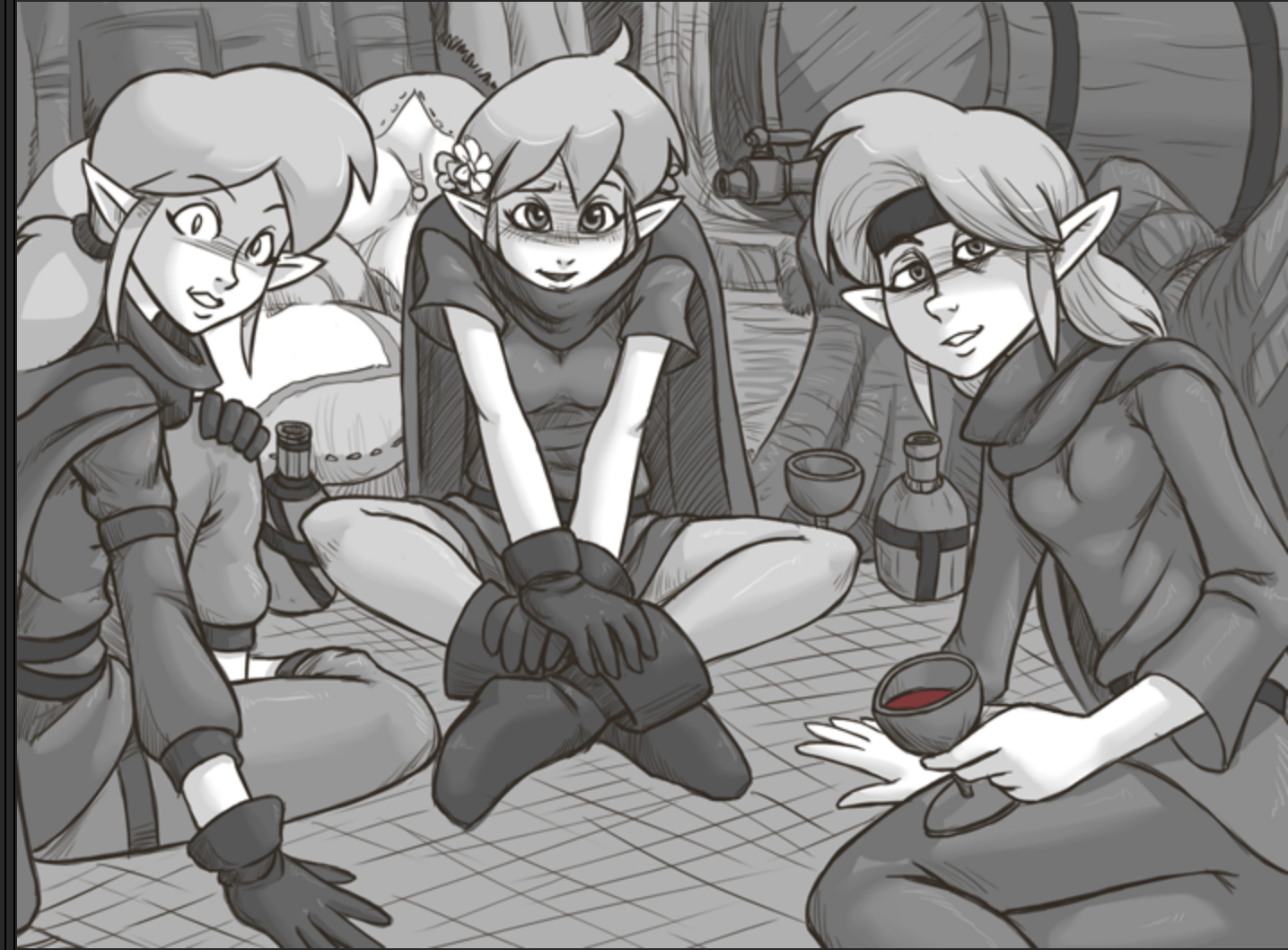
"Riraci" is "distract." "Emofe" is "adore" (couldn't find "cute"). "Caraca" is "shell" (couldn't find "turtle"). "Enolo" is "swim." C'mon, put something together!

Quote from: DarkerDark on December 13, 2011, 03:39:12 pm

His name is Emofe-caraca Enoloriraci

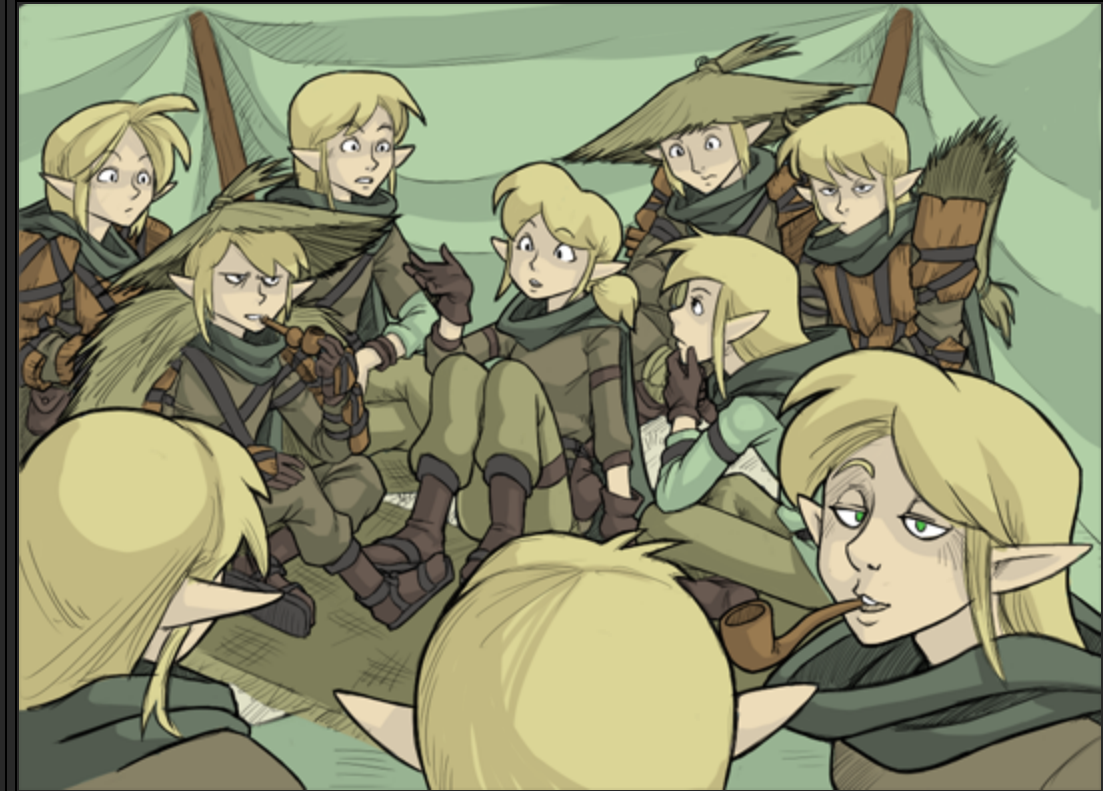
YES! And also:

Quote from: DarkerDark on December 13, 2011, 03:39:12 pm



I feel as though we should recognize the other two elves. I think the one on the right is the one with the pipe in the lower right here:

Quote from: DarkerDark on January 02, 2011, 09:04:08 am



Based on, you know, the eyes. Though the nose is different. Hmm. Other topics:

Quote from: Tiruin on December 13, 2011, 10:41:21 pm

[who is our general leader now?]

Quote from: DarkerDark on January 05, 2011, 09:53:30 am

In the meantime, a new temporary leader shall be appointed, a calm and collected bowelf, Valo Tradedstalks, known for his grass chewing habits.

Otherwise known as the living embodiment (<http://www.bay12forums.com/smf/index.php?topic=55601.msg1382720#msg1382720>) of Creamcorn (<http://www.bay12forums.com/smf/index.php?topic=55601.msg1373921;topicseen#msg1373921>). Wait . . . does that mean I'm Aleya Feralwhispers?

Quote from: Powder Miner on December 13, 2011, 06:35:38 pm

the dwarves might not appreciate us bringing a megabeast into their fortress.

I vehemently veto any move to ditch the Titan. And it's not just me doing so with my "I'm only in the audience and I don't get much veto" powers; it's the chorus of mad Titan-capturers, such as dragnar and Diablous (<http://www.bay12forums.com/smf/index.php?topic=55601.msg1390970;topicseen#msg1390970>), IronyOwl (<http://www.bay12forums.com/smf/index.php?topic=55601.msg1391428;topicseen#msg1391428>), the recursive Haspen (<http://www.bay12forums.com/smf/index.php?topic=55601.msg1391534;topicseen#msg1391534>) and many others.

Quote from: monk12 on December 13, 2011, 09:36:24 pm

I don't actually remember what her hat looked like

Quote from: Rexfelum on January 02, 2011, 02:20:15 pm

You know, this nice deal (<http://i4.photobucket.com/albums/y139/DarkC1oak/elfnoble3.png>) with the one white flower and two red flowers? Last seen being slightly discombobulated by the titan (<http://i4.photobucket.com/albums/y139/DarkC1oak/elf62.png>), then put on its head (<http://i4.photobucket.com/albums/y139/DarkC1oak/elf69.png>)?

I'm just full of links today.

Quote from: Alternategash on December 14, 2011, 01:01:39 am

Speaking of plans.
For the elves, I say finish with the ceremonies for now. If not all elves are required to attend, I would suggest sending out a scout to map out the surrounding area so we can best navigate it (or if necessary island hop out through the swamps, since I'm pretty sure that two barges aren't going to be enough to carry everything at once, and after checking our current supplies, we probably don't have enough to make another)
Also, depending on how paranoid we are by this point, we might consider sending out a *chain* of scouts; each one in sight range of the other, so there's no chance of mysterious disappearances.
Semi-Serious Suggestion: Construct a strap system for Emofe so that he won't fall off if there's sudden movement, but make sure that he can free himself from it at any time if necessary! Possibly use swamp grasses for this, or would that be too flimsy?

For Amala, I think that we should just go with the flow, do what seems natural.
[spoiler]Hoping that that doesn't mean kill everything[/spoiler]

]
My idea from before the FUS ROH DERAEL!

There it is, I apologize if I missed any.

EDIT:
[Spoiler: SUPER SECRET HOLIDAY GIFT IDEA](#) (click to show/hide)
[Quote from: ottottott on December 14, 2011, 10:01:14 am](#)

Ever noticed that all the animals the dwarves get from caravans are tamed? If a mule alone can carry an elephant, it should be no problem for the elephant to carry the titan. Tame them and make them carry stuff. They're big enough to move through the water while the mules get on the rafts. One elephant carries the titan, the other carries all the supplies. Most of the elves go on one raft and the few others go on the other raft with the mules. I got no suggestions for the colorless world, but I do need to question why the females, who were on the raft, killing the frogmen, didn't get body paintings. >=F

There it is the Idea I was obviously hiding to give it to you as a (Winter Solstice Holiday/Celebration) present. Also See Idea 2

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Siquo** on **December 24, 2011, 06:56:04 pm**

You truly live up to your nickname. Nice catalogueing!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ottottott** on **December 25, 2011, 01:13:27 am**

I **am** invisible on the internet! Damn it! XD

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Phantom of The Library** on **December 25, 2011, 11:44:43 am**

[Quote from: Siquo on December 24, 2011, 06:56:04 pm](#)

You truly live up to your nickname. Nice catalogueing!

Thanks :D

[Quote from: ottottott on December 25, 2011, 01:13:27 am](#)

I **am** invisible on the internet! Damn it! XD

Wait? What is that? Who is that talking? 0.0
Are you a Spirit of (Winter Solstice Holidays) Past? :o

[Spoiler: My Bad](#) (click to show/hide)
Takes a looksie back

"Shoot." 🙄🙄
~~One sec' I'll fix that~~ **FIX'D**

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Powder Miner** on **December 31, 2011, 01:17:11 am**

Looks like update **will** be next year >.> <.<

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **USEC_OFFICER** on **December 31, 2011, 04:17:54 pm**

That was never in doubt. What is in doubt is in what part of next year the update will come out. Personally, I'm rooting for summer, but that just might be too optimistic on my part.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Dave1004** on **December 31, 2011, 04:21:45 pm**

My god...Did your drawing skills just come to you naturally, or are you some kind of immortal guy who's practiced every day?

I love this story. I wish I could draw...Tried for years, but anything more than a straight line or stick-figure is impossible. Sigh.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Phantom of The Library** on **December 31, 2011, 05:05:40 pm**

Summer might be nice but optimistically I'm hoping for early autumn.
Also a silly story I wrote in five minutes on a whim/joke
[Spoiler: A Silly Story](#) (click to show/hide)

11:59:02

The clock showed one minute 'til the new year would begin (According to the Modern Gregorian Calender). Most members of the Bay12 Forums (who celebrated the new year upon this day) were off celebrating in their own ways. However, there was one logged on. He was known in other lands of art by his black cloak, here he was simply known as a shade darker than black. For many a day he had secretly worked upon his project, and now he would show them. Finished was the post, and all the images were uploaded, all that remained was to click on the post button, but something held him back, some force unknown held his hand, perhaps it was habit, perhaps it was a malevolent spirit, he withheld his hand for a few seconds, then finally his pointer landed upon the icon and his finger pressed down upon the mouse's left clicker.

11:59:59

With merely a second 'til the new year's beginning the many electronic pulses containing his post flew out. Through air, through cable, through light, until it finally reached the Simple Machines Forum Server. There it was uploaded, and many a forum profile's notification page was updated. And so Elves of Amanereli was updated a fraction of a second before the new year had begun, proving many speculators that it would only update once a year, false. There was much rejoicing throughout the many lands and many a celebration was thrown, and so the world entered the Golden Age, peace spreading throughout all the land. This had nothing do do with Elves of Amanereli though.
Any resemblance to people, works, or places are entirely fictional, this is a work of fiction and exists solely within the author's mind. Bay12 forums holds no responsibility for the writing quality or content of this silly story.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Robocorn** on **December 31, 2011, 05:42:46 pm**

Fanfic DarkerDark is bringing back *The Professional Motivator?*
sweet fanfic Jesus!

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **DarkerDark** on **January 01, 2012, 07:22:33 am**

Happy new year everyone! I think I'm going to make my resolution to update more than twice a year. :P

Nice piece of fanfiction, Phantom, sadly it is just that. Fiction. Haha! Most of my drawing time over the holidays has gone into drawing gift-art for close friends. I am working on one that's Dwarf Fortress related though! I'll post it up either here or in the Dwarf Fortress Fan Art thread when I'm done (It's like a Where's Waldo, but with Dwarves, so it's a bit time consuming to draw.)

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **ottottott** on **January 01, 2012, 09:24:53 am**

Spoiler (click to show/hide)

Quote from: Dave1004 on December 31, 2011, 04:21:45 pm

My god...Did your drawing skills just come to you naturally, or are you some kind of immortal guy who's practiced every day?
I love this story. I wish I could draw...Tried for years, but anything more than a straight line or stick-figure is impossible. Sigh.

Happy new year to you too DD. And everyone else too, OFC. ^_^

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **ashton1993** on **January 06, 2012, 05:43:10 pm**

So's the update due in March? :P

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Rexfelum** on **January 10, 2012, 02:43:33 pm**

. . . Just posting to affirm that there is continued love for this thing.

I stepped away for awhile and I was wondering whether there would be an update behind my back. Then I looked at the "Show new replies to your posts" thing and saw that the page count hadn't raised *nearly* enough to indicate an update within. DarkerDark's art seems to cause a massive replying frenzy whenever it is spotted; an event which is easily identified from a distance.

--Rexfelum

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Alternatecash** on **January 10, 2012, 06:29:35 pm**

DarkerDark is the cruelest kind of drug dealer. Gives you just enough to become hopelessly addicted, then holds out until you "appreciate" how much you owe them.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **exolyx** on **January 17, 2012, 10:20:41 pm**

just found this from the hall of legends in the community/succesion games forum. Purely amazing.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Phantom of The Library** on **January 17, 2012, 11:08:39 pm**

Yaaay another Necro, might as well assist,

Come back to us Darkerdark!!!

Quote from: Alternatecash on January 10, 2012, 06:29:35 pm

DarkerDark is the cruelest kind of drug dealer. Gives you just enough to become hopelessly addicted, then holds out until you "appreciate" how much you owe them.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **exolyx** on **January 17, 2012, 11:29:08 pm**

Wait, I did what now? oops.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **monk12** on **January 17, 2012, 11:32:23 pm**

Don't worry about it, periodic necromancy is what keeps this thread alive! Er, undead. Something.

If you hadn't, I was gonna stick my head in here soon anyway.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Alternatecash** on **January 17, 2012, 11:49:32 pm**

Our wicked ways have driven DarkerDark away! We must wear undyed rope reed robes, and cease cutting down trees!

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Monkeyfacedprickleback** on **January 17, 2012, 11:56:40 pm**

Haha. No I think we need to sacrifice some elves. That should be them back. TO THE NORTH POLE!

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Phantom of The Library** on **January 18, 2012, 07:32:07 am**

Quote from: monk12 on January 17, 2012, 11:32:23 pm

Don't worry about it, periodic necromancy is what keeps this thread alive! Er, undead. Something.

If you hadn't, I was gonna stick my head in here soon anyway.

Yup, ditto.

[reference]I wonder how much Vitality we need to put into the thread to bring it back to life?[/reference]

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Powder Miner** on **January 18, 2012, 12:10:58 pm**

You know how people sometimes say things about how the internet will confuse the heck out of future archaeologists?
This thread won't.
It'll still be there.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ahra** on **January 18, 2012, 12:20:58 pm**

i think this may have been thing to preform necromancy on this thing, now it will continue as an mindless zombie forever... and ever... and ever!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ashton1993** on **January 18, 2012, 12:29:52 pm**

Hmm... I think in order to keep this thread to DarkerDark's attention we find ways to keep this thread afloat - perhaps a topic to talk about? The ultimate disguise for a bump! Now we have several options in this direction including what awaits us in the next region? The intimate life of an Amanerelian pack mule, What is the dwarf fortress we're travelling to going to be like and finally turtles, four valid conversation topics to keep this thread alive and too DD's attention.

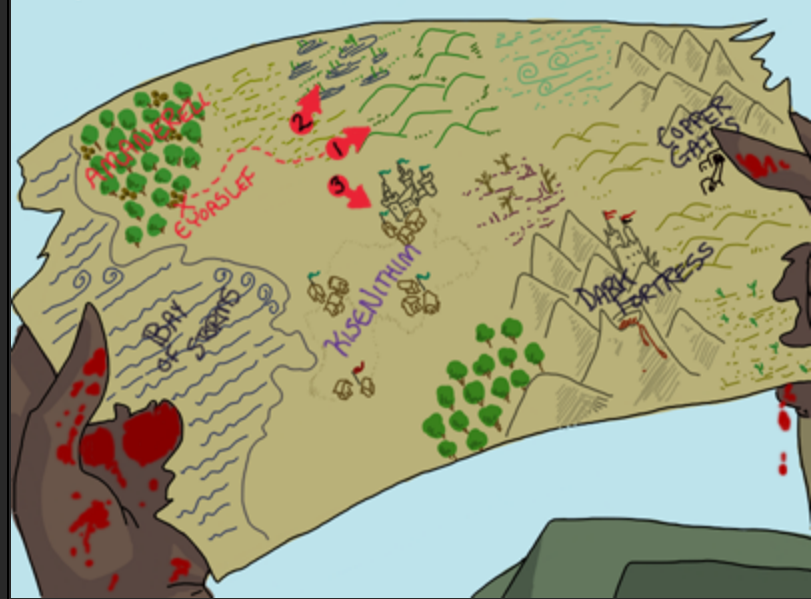
Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **rarborman** on **January 18, 2012, 12:31:18 pm**

This thread is like a well preserved zombie, we can beat it down all we like but sooner or later somebodies going to see it and necro the hell out of it dust and all.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rexfelum** on **January 18, 2012, 02:29:30 pm**

Quote from: ashton1993 on January 18, 2012, 12:29:52 pm
what awaits us in the next region?

Quote from: Rexfelum on December 14, 2011, 11:36:06 pm
Spoiler: The most recent map (click to show/hide)



We are probably heading to the East end of the Whispering Marshes, with just a short section of hills to cross. For reference, those are the Hills of Foreboding (<http://www.bay12forums.com/smf/index.php?topic=55601.msg1220592;topicseen#msg1220592>).

Quote from: <http://df.magmawiki.com/index.php/DF2010:Hills>
Hills are a landform characterized by moderate rainfall and high drainage. Unlike mountains (<http://df.magmawiki.com/index.php/DF2010:Mountain>), hills can have one or more soil (<http://df.magmawiki.com/index.php/DF2010:Soil>) layers along with moderate amounts of vegetation (<http://df.magmawiki.com/index.php/DF2010:Crops>) and trees (<http://df.magmawiki.com/index.php/DF2010:Tree>). They are not a biome (<http://df.magmawiki.com/index.php/DF2010:Biome>) as such. Depending on other factors, they can be a subtype of shrubland (<http://df.magmawiki.com/index.php/DF2010:Shrubland>), savanna (<http://df.magmawiki.com/index.php/DF2010:Savanna>), and/or grassland (<http://df.magmawiki.com/index.php/DF2010:Grassland>), with the appropriate flora and fauna.

Looking at the map, I see lots of little green dots suggesting grass. It's probably temperate. With the "Foreboding" bit, it's probably savage and/or evil. This implies either giant badgers or a mix of harpies and ogres. If it actually is neither savage nor evil, then there'll be badgers, horses, and rhesus macaques. By the Tranquil Forest, no.

However, this page (<http://df.magmawiki.com/index.php/DF2010:Biome>) implies that you can get hills directly out of marshland just by changing the drainage, going through shrubland on the way. Shrubland nasties include harpies, ogres, and werewolves (evil), or cougars and rhesus macaques (not evil). If it's actually GOOD, then there'll be unicorns. By the Tranquil Forest, no.

--Rexfelum

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **rarborman** on **January 18, 2012, 02:59:39 pm**

I'd accept any my little pony jokes along the way if darker would draw a elf impaled on a unicorn or a few elves ;P

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Elmach** on **January 19, 2012, 02:30:45 am**

Quote from: Phantom of The Library on December 24, 2011, 02:48:27 pm
Spoiler: Idea 10 (click to show/hide)
Quote from: Elmach on December 14, 2011, 09:17:44 pm
Quote from: Aklyon on December 14, 2011, 09:05:32 pm
Quote from: Powder Miner on December 14, 2011, 07:26:52 pm
Quote from: Elmach on December 14, 2011, 06:15:32 pm
Quote from: Kaelem Gaen on December 14, 2011, 06:13:27 pm
Yeah just do magical elf caravan stacking using DF Physics

But seriously, leave the titan behind in a cage maybe out at the deepest part of the swamp, let him be someone elses problem, I still don't even remember the reason to capture the titan.,... I thought ... it was to sell to the Dwarves? Either way I say lighten load by leaving the titan behind.

It's not that I want to make those peoples posts pointless, but I think in the end the titan is foolish and doesn't add to the story... unless it gets free and goes on a rampage.
Besides unless it's a stealth attack on the Dwarven Mountain Homes, you'd need to at least try and tame the titan.

tl;dr

Ditch or tame the titan, use magical Elven DF physics stacking, get across the river using whatever flotation device ends up being created, and get ready for ... I think those are actually Hills not a desert, and not sure on the blue wispy bit.

The titan is *Toady One*. We can't leave him behind! Think of the profit! The dwarves would *love* him!
Dear god, you know what dwarves do, Elmach. Once they try to experiment the fortress'll be flattened. Diplomacy will go down.
All sales are final, The Caravan is not liable for any experiment results obtained post-purchase.

Thiiiiis.

Wait, there are still others to trade with, right?

I'm sorry, but we can't leave the Great Toad behind, for one: THINK OF THE PROFIT! For two: let's think about this, we leave the Titan behind, frogmen find Titan in cage, frogmen free Titan, Titan is very angry and breaths fire, Titan tracks us down, Elves die, MANY Elves die

That's what I said. We can't leave the Great Toad, because the dwarves will love him. I mean, why wouldn't they? We get lots of money, they get a titan to play with.

It's not our fault if the dwarves fail to properly contain the titan before enslaving it to work on a megaproject, or put it in an arena against Derm and they both go insane.

There are other dwarves, right?

Wait, although the majority of that quote pyramid was what I just said (and what you agreed with), the apex of it was of leaving the titan behind. We cannot leave the titan behind.

This post is now almost completely useless-- wait...

It's obvious now.

They should FUS RO DAH! the trading goods and elves across the river.

Spoiler: If you forgot what last happened in the real world... (click to show/hide)
Quote from: DarkerDark on December 13, 2011, 03:39:12 pm

Meanwhile, the band of elite bowelves return from their skirmish singing songs of victory.



"It's done," Boasted the leading bowelf, "The foul frogmen of the marsh have been dispatched and Nightglimmer is back in our hands."

"Yeah, I saw the exchange from here." Valo replied, unimpressed.

"Please, show a little more spirit like the other elves here, Valo. Though I loathe to take the life of a living creature, even one which wriggles in the muck like a bottomfeeder, We've fought a quick victory with not a scratch to show for it. Surely that calls for praise?"

"I swear, Lefu, the victory's gone to your head. Are you not familiar with the inhabitants of this swamp and their fondness for poisons? Have your bowelves check themselves. Poison has a nasty way of numbing the flesh, letting wounds go undetected."

Valo's concerns are quickly washed away when the bowelves search themselves for wounds, as not a single one is found. The decision to send armored elves against the frogmen was a good one, not a single dart penetrated the Amanereli armor. With a great chorus of cheers and laughter, the elves begin to celebrate their great victory.



Even the rain clears up for a few moments in respect to the ancient elven rituals. Dead frogmen are cleaned and quartered, their meat being prepared for consumption by those who had laid them low. Many of the bowelves use the break in the rain to decorate their bodies with special Amanereli dyes mixed with the blood of their kills. Their hearts are circled in the belief that the ones they consume will pass through it in their journey to the next world. It is said that if there is any malice in the warrior's heart, the recently deceased will one day return as an evil spirit in the form of a bogeyman. So songs are sung by the most musically gifted of the elves to lift the hearts of the others and to bring them into a state of peace.

The ceremonies and celebrations continue into the night until the rain returns the next day. Valo presses them into breaking camp to continue their journey.



As Valo begins to coordinate the loading of the barge, Aleya Feralwhispers, the animal caretaker, approaches with the turtle in her hands. "Valo, we have a very brave individual in our company." She beams a smile, "One whom I'd like to think played a key role in rescuing Amala."

"Yeah, I know... Lefu's a good elf. He's one of Nightglimmer's Rangers, you know."

Aleya blinks, flustered for a moment, "No! I mean the turtle! His name is Emofe-caraca Enoloriraci, and if he hadn't risked himself to distract the frogmen, Lefu never would have been able to shoot down their leader."

"Yeah, I don't know about that, Lefu's a pretty good shot."

"Never the less, I've spoken to Emofe and told him about our journey to the Dwarven mountainhomes. He's interested and wants to join our caravan."

"Well, I suppose we can fit him in with the marmots."

"No!" Aleya cooed, "I mean, he wants to join as an honorary member of Amanereli, not as a pet for trade. He's certainly proven his bravery already."

"I don't know, I don't want to be the one responsible if anything happens to the little guy."

"Oh! Don't worry, Valo! He's fully aware of the risks! And he has his shell to protect him if we run into more trouble with the frogmen! He could be our very own champion from the swamps! He really wants to help, Valo!"

"I'm sorry Aleya, but I really don't have time for this, I have to figure out how to fit three elephants, a Titan of old, almost four dozen elves and a herd of mules into two little rafts. I have a dozen tasks to attend to before we set off, Amala's unconscious, and to top things off, she's still missing her hat. If Emofe really wants to be helpful, then perhaps he could offer a solution to one of my problems?"



Also, make a hat for the turtle and for Amala. Once we cross, I mean, the hat will definitely get torn during the FUS RO DAH!.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Phantom of The Library** on **January 29, 2012, 08:30:57 pm**

It looks like we're about due for a necro.
Wonder when that's going to happen?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Reudh** on **January 29, 2012, 08:45:21 pm**

DARKERDARK, we miss you!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Tiruín** on **January 29, 2012, 09:06:22 pm**

This will not fall. Believe me.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Phantom of The Library** on **January 29, 2012, 09:18:40 pm**

Spoiler: A Song (click to show/hide)
"Darkerdark, come back to uuuus,
This thread is starting to ruuuust
You've been gone soooo loooong
Why did you have to leave?

Darkerdark, come back to uuuus,
This thread is starting to ruuuust
You've been gone soooo loooong
Why did you have to leave?

Was it simply TF2
That made you abandon
This wonderous creation
Now we may never see the end

Darkerdark, come back to uuuus,
This thread is starting to ruuuust
You've been gone soooo loooong
Why did you have to leave?

Darkerdark, come back to uuuus,
This thread is starting to ruuuust
You've been gone soooo loooong
Why did you have to leave?

Did you return to Modern Warfare
Or did you find another game
Did we drive you away
Or did you simply get bored

Darkerdark, come back to uuuus,
This thread is starting to ruuuust
You've been gone soooo loooong
Why did you have to leave?

Darkerdark, come back to uuuus,
This thread is starting to ruuuust
You've been gone soooo loooong
You've been gone soooo loooong
You've been gone soooo loooong
Why did you have to leave?"
To the tune of Abney Park's Victoria (<http://www.youtube.com/watch?v=TGoik256hMo>)

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ashton1993** on **January 30, 2012, 02:59:38 pm**

So was that song meant to bring him to us or scare him away? :P

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rolan7** on **February 01, 2012, 02:05:14 pm**

Just because I haven't posted here in 100 pages doesn't mean I'm not still following it (:
Thanks DarkerDark!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Monkeyfacedprickleback** on **February 02, 2012, 03:31:58 am**

Bump for badass turtles!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Urist McCheeseMaker** on **February 02, 2012, 07:58:06 am**

Quote from: Monkeyfacedprickleback on February 02, 2012, 03:31:58 am

Bump for badass turtles!

Ninja... hat-turtles?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ferozstein** on **February 02, 2012, 01:44:03 pm**

Found this thread just now. It's awesome. I sincerely hope this is not the end.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ashton1993** on **February 02, 2012, 01:59:49 pm**

It's not the end, updates come about once every 6 months but only if we keep this thread on the first few pages, 'tis the unspoken rule

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Phantom of The Library** on **February 02, 2012, 03:42:38 pm**

That has now been spoken.

Seriously, necro's and bumps are considered to be on-topic by this point.

[Quote from: ashton1993 on January 30, 2012, 02:59:38 pm](#)

So was that song meant to bring him to us or scare him away? :P

Yes.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Urist McDwarfFortress** on **February 02, 2012, 03:56:08 pm**

[Quote from: Phantom of The Library on February 02, 2012, 03:42:38 pm](#)

[Quote from: ashton1993 on January 30, 2012, 02:59:38 pm](#)

So was that song meant to bring him to us or scare him away? :P

Yes.

Scare him to us?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **monk12** on **February 02, 2012, 04:00:03 pm**

[Quote from: Urist McDwarfFortress on February 02, 2012, 03:56:08 pm](#)

[Quote from: Phantom of The Library on February 02, 2012, 03:42:38 pm](#)

[Quote from: ashton1993 on January 30, 2012, 02:59:38 pm](#)

So was that song meant to bring him to us or scare him away? :P

Yes.

Scare him to us?

Fatal attraction

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Elmach** on **February 02, 2012, 04:00:29 pm**

[Quote from: Urist McDwarfFortress on February 02, 2012, 03:56:08 pm](#)

[Quote from: Phantom of The Library on February 02, 2012, 03:42:38 pm](#)

[Quote from: ashton1993 on January 30, 2012, 02:59:38 pm](#)

So was that song meant to bring him to us or scare him away? :P

Yes.

Scare him to us?

Scare him away to us.

EDIT:
[Quote from: monk12 on February 02, 2012, 04:00:03 pm](#)

[Quote from: Urist McDwarfFortress on February 02, 2012, 03:56:08 pm](#)

[Quote from: Phantom of The Library on February 02, 2012, 03:42:38 pm](#)

[Quote from: ashton1993 on January 30, 2012, 02:59:38 pm](#)

So was that song meant to bring him to us or scare him away? :P

Yes.

Scare him to us?

Fatal attraction

You ninja.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ashton1993** on **February 02, 2012, 05:35:23 pm**

[Quote from: Elmach on February 02, 2012, 04:00:29 pm](#)

[Quote from: Urist McDwarfFortress on February 02, 2012, 03:56:08 pm](#)

[Quote from: Phantom of The Library on February 02, 2012, 03:42:38 pm](#)

[Quote from: ashton1993 on January 30, 2012, 02:59:38 pm](#)

So was that song meant to bring him to us or scare him away? :P

Yes.

Scare him to us?

Scare him away to us.

EDIT:
[Quote from: monk12 on February 02, 2012, 04:00:03 pm](#)

[Quote from: Urist McDwarfFortress on February 02, 2012, 03:56:08 pm](#)

[Quote from: Phantom of The Library on February 02, 2012, 03:42:38 pm](#)

[Quote from: ashton1993 on January 30, 2012, 02:59:38 pm](#)

So was that song meant to bring him to us or scare him away? :P

Yes.

Scare him to us?

Fatal attraction

You ninja.

This is proof this thread will never die, even with months between updates ninjas are still lurking behind every corner.

Also on an unrelated note can anyone actually remember our plan of action turn wise?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Aklyon** on **February 02, 2012, 05:46:10 pm**

We don't need to remember it, we've got ninjalurkers who can find it easily.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Phantom of The Library** on **February 02, 2012, 10:26:48 pm**

Quote from: ashton1993 on February 02, 2012, 05:35:23 pm
Also on an unrelated note can anyone actually remember our plan of action turn wise?

See thiiiiiiiis (<http://www.bay12forums.com/smf/index.php?topic=55601.msg2854114#msg2854114>).

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ashton1993** on **February 03, 2012, 11:30:35 am**

Quote from: Phantom of The Library on February 02, 2012, 10:26:48 pm
Quote from: ashton1993 on February 02, 2012, 05:35:23 pm
Also on an unrelated note can anyone actually remember our plan of action turn wise?

See thiiiiiiiis (<http://www.bay12forums.com/smf/index.php?topic=55601.msg2854114#msg2854114>).
Oh... crossing rivers doesn't sound particularly exciting, idea 9 is definitely the best though :P I'm reckoning we should cut a hole in the bottom of the titan's cage so it can walk by itself without having to be dragged

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Iapetus** on **February 03, 2012, 04:23:06 pm**

Posting to watch.

This an awsome comic. All craftsdwarfship is of the highest quality. It is decorated with amazing and menaces with spikes of stupendous. On the item is an image of elves in rope-reed. The elves are travelling. On the item is an image of Amala Nightglimmer the elf and an idiotic elf in rope reed. Amala Nightglimmer is striking down the idiotic elf. On the item is an image of Amala Nightglimmer the elf and a mistaken elf in comedy gold. The mistaken elf is arousing Amala Nightglimmer. On the item is an image of a great toad and Bay12 forumites in tin. The Bay12 forumites are spamming. The great toad is frowning. On the item is an image of Emofe-caraca Enoloriraci the turtle and Amala Nightglimmer the elf. Amala Nightglimmer is wearing Emofe-caraca Enoloriraci as a hat. On the item is an image of an DarkerDark and Bay12 forumites in platinum. The forumites are worshipping DarkerDark.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Reudh** on **February 03, 2012, 07:32:03 pm**

On the item is an image of Forumites and Darkerdark. The forumites are weeping. Darkerdark is travelling. It refers to the flight of the human Darkerdark into the Gaming World in 2012.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Araph** on **February 03, 2012, 09:24:40 pm**

On the item is an image of Darkerdark and a computer. Darkerdark is drawing. It refers to the creation of Elves of Amanereli in 2010.

On the item is an image of elves and a queen. The queen is making a caravan. On the item is an image of an elf and an elephant. The elephant is impaling the elf. On the item is an image of elves and an elephant. The elves are running from the elephant. On the item is an image of elves. The elves are setting a cage trap. On the item is an image of an elephant and a scarecrow. The elephant appears bemused. On the item is an image of elves and an elephant. The elves are getting the elephant stoned out of it's mind. On the item is an image of a queen and Amala Nightglimmer. It refers to the ascension of Amala Nightglimmer to the position of caravan leader in 2010.

Time for me to pass on the torch to someone else in this rousing game of On the Item!

EDIT: Crap, I had 'this' instead of 'the'.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rexfelum** on **February 04, 2012, 02:11:43 am**

It just goes to show . . . if an infinite number of thread-bumpers type on an infinite number of keyboards through an infinite number of meta-referential necroposts for an infinite amount of time, they will eventually recount the entire history of Elves of Amanereli in Dwarf Fortress syntax.

--Rexfelum

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ashton1993** on **February 04, 2012, 08:32:20 am**

On the item is an image of the item in adamantine. It refers to the creation of the item.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Aklyon** on **February 04, 2012, 07:38:13 pm**

Quote from: ashton1993 on February 04, 2012, 08:32:20 am
On the item is an image of the item in adamantine. It refers to the creation of the item.

We can't be planepacked yet, we've only gotten to the elephant part.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Elmach** on **February 04, 2012, 07:48:35 pm**

On the item is an image of a caged elephant and elves. The caged elephant is angry. The elves are laughing. On the item is an image of a titan and elves. The elves are singing. The titan is roused. The titan is angry. On the item is an image of a titan and elves. The elves are covered in wine. The titan is eating the elves. The titan is drunk. The titan is passing out. On the item is an image of a caged titan and elves. The caged titan is angry. The elves are laughing.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **rarborman** on **February 04, 2012, 08:09:04 pm**

On the item is an image of an elf. The elf is trying to arouse Amala. The elf is being impaled by an elephant.
On the item is an image of an elf. The elf is testing drugs. The elf is beholding the great THIS!. The elf is foaming at the mouth.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ottottott** on **February 05, 2012, 01:26:49 am**

On the item is an image of frogmen and a raft. The frogmen are stealing the raft.
On the item is an image of bowelves and a raft. The bowelves are boarding the raft.
On the item is an image of bowelves and frogmen. The bowelves are chasing the frogmen.
On the item is an image of a turtle and frogmen. The turtle is distracting the frogmen.
On the item is an image of bowelves and frogmen. The bowelves are striking down the frogmen.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **quip** on **February 05, 2012, 03:15:26 am**

It has begun...

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Aklyon** on **February 05, 2012, 11:49:16 am**

Quote from: quip on February 05, 2012, 03:15:26 am
It has begun...
At least its more productive than the THIIIIIIIIIIIS! :)

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Araph** on **February 05, 2012, 02:37:39 pm**

On the item is an image of Amala Nightglimmer and Emofe-caraca Enoloriraci the turtle. It refers to the ascension of Emofe-caraca Enoloriraci to the position of Amala's hat.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rexfelum** on **February 05, 2012, 04:29:08 pm**

Quote from: Iapetus on February 03, 2012, 04:23:06 pm
On the item is an image of Emofe-caraca Enoloriraci the turtle and Amala Nightglimmer the elf. Amala Nightglimmer is wearing Emofe-caraca Enoloriraci as a hat.
Quote from: Araph on February 05, 2012, 02:37:39 pm
On the item is an image of Amala Nightglimmer and Emofe-caraca Enoloriraci the turtle. It refers to the ascension of Emofe-caraca Enoloriraci to the position of Amala's hat.

Okay, if we have to choose, I vote for Araph's version.

--Rexfelum

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ottottott** on **February 06, 2012, 08:36:52 am**

Yeah, I agree, his is more similar to the way stuff is explained in DF itself.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **obolisk0430** on **February 11, 2012, 12:47:54 am**

Damn... I just found this thread. I wish dark was still doing this.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Tiruin** on **February 11, 2012, 12:51:34 am**

Quote from: obolisk0430 on February 11, 2012, 12:47:54 am
Damn... I just found this thread. I wish dark was still doing this.

He is.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ottottott** on **February 11, 2012, 01:23:39 am**

Yeah, he made a promise to update at least twice a year. :-\

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **rarborman** on **February 11, 2012, 05:37:55 am**

Now that is true cruelty, dwarf fortress cruelty; the kind that makes you hope for an update for what could be a few months or the entire year forcing you to enjoy it while it laughs in your face with its awsoneness.

Darker is taking it from toady's playbook! :C

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Guardian G.I.** on **February 12, 2012, 08:02:39 am**

Someone should constantly remind him of his promises, either via PM or DeviantArt (<http://darkcloak.deviantart.com/>).

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Tiruin** on **February 12, 2012, 08:17:08 am**

Don't pressure or pester him into doing it though, it never works out in the end.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Phantom of The Library** on **February 12, 2012, 09:56:23 am**

Just stick the thread for now.
Once 4-5 months pass *Then* the PM's can begin.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Siquo** on **February 12, 2012, 02:48:44 pm**

Quote from: Phantom of The Library on February 12, 2012, 09:56:23 am

Just stick the thread for now.
Once 4-5 months pass *Then* the PM's can begin.

Don't those happen once a month?

Oh wait, missed an apostrophe there.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **NW_Kohaku** on **February 21, 2012, 07:34:46 pm**

It's wonderful to see this continued again...

And wow, Valo... Infallibly rational, cold-blooded, and capable of criticizing everyone to their faces even as he respects them behind their backs... I like that guy's style.

But, seriously, WTF is with Amala STILL being tied to the mast? Even the list of twelve ideas doesn't list any attempts to put her in a less fetishistic jollies position and a more she-won't-kill-us-all-in-blind-rage-when-she-wakes-up position. Plus, it's been raining, and she probably will be getting cold being wet, tied up facing the wind, and not having a blanket or anything. It's going to hurt her health if she doesn't get some at least basic nursing. (Preferably not in the "arousing" variety - the sexual suggestiveness that's gone into this bondage fetish has been quite enough already.) She's been basically single-handedly carrying this expedition, and this is the repayment she gets? We're going to need her hale and hearty to haul our asses out of the next unbelievably stupid mess we put ourselves in.

Dwarf-stack the trading stuff and let's get going (don't worry, when we construct the cage, it will become virtually invulnerable, and the flimsy wooden bars of the cage are not merely capable of holding a Titan, but also supporting an entire mountain of weight).

Talking to fish would probably be a decent idea, so long as we offer them some food or something (I don't think throwing a couple barrels worth of food items to potential allies as payment is going to be a significant loss in the end so long as it helps us advance). The reason the elephants were such a huge problem is because we had *obvious* nefarious intent when we approached them the first time.

The bad stuff that keeps happening is all karmic retribution for the incredibly greedy, stupid, short-sighted decisions and jokes this thread has put forward with us trying to overly game the system. (Like sending out a squad of children to become legendary biters.)

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Phantom of The Library** on **February 21, 2012, 07:48:38 pm**

Yay for Necro!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ottottott** on **February 22, 2012, 09:33:09 am**

Excellent. Both the idea and the necroing. =D

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **NW_Kohaku** on **February 25, 2012, 10:25:17 pm**

To further that, now that I think about it, carp are scavengers, and would be generally happy with just about any sort of edible substance, so tossing them some berries or whatever food items we have should be good currency.

To prevent disaster, it might be worthwhile to try putting the titan on the raft, testing if it will sink, putting the first elephant on the raft, testing if it will sink, etc.

I mean, hopefully, Darkerdark is going to let this idea of just throwing everything on the raft fly, because we're obviously not really going to come up with much better ones that don't involve multiple trips to be safe, and that would just be a boring "dog, chicken, and feed" type of problem.

Finally, if I have any say at all in this, I'm untying Amala, and making sure she stays warm by bundling her up in some of the rope reed cloth as blankets. To avert disaster, so she doesn't fall overboard, keeping a grip on the blankets wrapped around her in a way that she can't easily fall out (like if the blankets are folded over like a "C" with her in the middle, holding the right end), and in a *totally non-sexual/arousing way*.

Remember kids, taking advantage of the hot amazon when she's unconscious is totally uncool. (As, of course, opposed to trying to contain your excitement when she somehow kills and elephant with a wooden weapon.)

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Aklyon** on **February 26, 2012, 12:27:14 am**

Quote from: NW_Kohaku on February 25, 2012, 10:25:17 pm

Remember kids, taking advantage of the hot amazon when she's unconscious is totally uncool.

Especially if she wakes up and kills the elf whose doing so in the middle of it. We've already had one arousing accident.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ottottott** on **February 26, 2012, 01:21:16 am**

Quote from: NW_Kohaku on February 25, 2012, 10:25:17 pm

...and that would just be a boring "dog, chicken, and feed" type of problem.

Boring? I absolutely love solving those kinds of problems. Or other problems that require logical thinking. The more the better. =D
Actually, I just want DarkerDark to start updating this again. He can't possibly busy **all** the time.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Araph** on **March 08, 2012, 11:43:50 pm**

!!NECRO!!

So... It's been nearly two weeks since the last post... This thread was on page seven...

THIS WILL NOT DO.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ashton1993** on **March 09, 2012, 09:33:26 am**

Absolutely not!

I was looking for this thread the other day but couldn't find it :-\

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **monk12** on **March 09, 2012, 01:15:07 pm**

Quote from: ashton1993 on March 09, 2012, 09:33:26 am

Absolutely not!

I was looking for this thread the other day but couldn't find it :-\

You can find a handy dandy link in the Hall of Legends (<http://www.bay12forums.com/smf/index.php?topic=89305.0>), conveniently stickied in the Community Games & Stories subforum.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Robocorn** on **March 09, 2012, 03:13:09 pm**

Quote from: Araph on March 08, 2012, 11:43:50 pm

!!NECRO!!

So... It's been nearly two weeks since the last post... This thread was on page seven...

THIS WILL NOT DO.



"How wonderful! After two weeks of not being spammed we've finally been spammed again!"
Nine Birdflowers was then beaten to death with blunt wooden swords for being so stupid

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **monk12** on **March 09, 2012, 03:28:57 pm**

The hell kind of name is Nine?

Or is that a subtle pun, in that it is pronounced "ninneh"

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Tiruin** on **March 09, 2012, 10:55:46 pm**

We didn't lose another Elf, did we? :-\

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **TolyK** on **March 10, 2012, 12:58:42 pm**

Quote from: Tiruin on March 09, 2012, 10:55:46 pm

We didn't lose another Elf, did we? :-\

((that's "fanart" or rather "crossfiction" I think... :P))

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Robocorn** on **March 10, 2012, 01:47:32 pm**

Quote from: Tiruin on March 09, 2012, 10:55:46 pm

We didn't lose another Elf, did we? :-\

Does this mean the things *I* draw are canon as long as I use DarkerDark's palette?
I've gotta get working on some Amala mud wrestling pics ;P

Quote from: monk12 on March 09, 2012, 03:28:57 pm

The hell kind of name is Nine?

Nine is the elf word for wing. In my experience, approximately 30% of elves are named Nine.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ashton1993** on **March 10, 2012, 07:40:00 pm**

Quote from: Robocorn on March 10, 2012, 01:47:32 pm

Amala mud wrestling pics ;P

This sounds terrible - do it :P

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **monk12** on **March 10, 2012, 09:37:13 pm**

@Robocorn- Really? I need to start talking to the elves more, instead of just stealing their cloth.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Urist McDwarfFortress** on **March 13, 2012, 02:20:06 pm**

You actually bother taking the cloth? I usually plan on stealing from them, but then can't find anything worth taking unless I'm running low on wood.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **monk12** on **March 13, 2012, 09:09:06 pm**

Mostly because I refuse to export anything I can't use myself (*cough*CRAFTS*cough*) and I normally *import* metal. Clothing is fun because I can make all my dwarves wear silly red hats, and the Elves are handy because I can't be arsed to set up a farm. Hopefully the clothing bugfixing that is happening will mean I can make EVERYONE wear silly red hats. Because that will be the only clothing in the fortress.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Mercur1c** on **March 21, 2012, 07:23:34 am**

!!BUMP!! (Its been a week and one day :O)

Just finished reading -almost- all of this (only some of the boring suggestion/spam bits). It is quite a good comic, and I really like the art style.

Also: Posting to watch

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Elmach** on **March 21, 2012, 03:17:53 pm**

Did you know there is a notify button at the edge of the screen, so you don't have to post for it to show up in your inbox?

I'm not saying you shouldn't have posted, of course. This thread needs the bump.

Say, does anyone know where DarkerDark is?

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Aklyon** on **March 21, 2012, 03:21:09 pm**

Updated topics (ones you've posted in, not the hueg mess that is unread post since last visit) is used almost completely instead of the Notify button, though.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **ed boy** on **March 21, 2012, 04:12:34 pm**

Also, for a very large amount of time I thought that the notify button meant to notify toady that this thread needed him to come and clear stuff out, same as the 'report' button. I'm sure some other people think the same.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Skyrunner** on **March 21, 2012, 04:24:42 pm**

I wish there was a way to delete updated topics...

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Lord Allagon** on **March 21, 2012, 06:40:57 pm**

Quote from: Skyrunner on March 21, 2012, 04:24:42 pm

I wish there was a way to delete updated topics...

I feel your pain.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **monk12** on **March 21, 2012, 11:01:07 pm**

Quote from: Lord Allagon on March 21, 2012, 06:40:57 pm

Quote from: Skyrunner on March 21, 2012, 04:24:42 pm

I wish there was a way to delete updated topics...

I feel your pain.

Yeah, you can un-notify, but you can't bugger with the Updated Topics bit. Ah well, all threads die in time.

Although I will throw my hat into the "I post to follow" camp. Notification just spams my email- I want to be on top of the thread as it moves, which means the New Replies to your Posts thingy.

Title: **Re: Elves of Amanereli - Paint adventure**

Post by: **Skyrunner** on **March 25, 2012, 07:47:07 pm**

Some threads just don't die, despite the fact I no longer have interest in them. T.T

Like the Deathgate thread...

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Julien Brightside** on **March 26, 2012, 06:07:53 am**

What is Deathgate? Got link?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Tiruin** on **March 26, 2012, 06:13:18 am**

Just like Skyrunner said.

Deathgate (<http://www.bay12forums.com/smf/index.php?topic=84451.0>)

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **zomara0292** on **March 28, 2012, 10:23:09 am**

PTW.if it will reraise. I am very interested in it.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **TolyK** on **March 31, 2012, 10:36:27 am**

:D

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Japa** on **April 10, 2012, 09:53:29 pm**

This will never die!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Hubris Incalculable** on **April 10, 2012, 11:57:29 pm**

I agree whole-heartedly!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ashton1993** on **April 11, 2012, 09:22:08 am**

I agree only with my upper left ventricle for my faith is most certainly waning now

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **GlyphGryph** on **April 11, 2012, 12:47:33 pm**

Guys... maybe....

Just maybe...

We could try and... continue the adventure ourselves?

Obviously it won't be anywhere near as good, but... better than death, right?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Japa** on **April 11, 2012, 12:51:08 pm**

Darkerdark is back online, so there is hope.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **MantisMan** on **April 11, 2012, 10:16:26 pm**

The last disappearance was due to being eaten by Skyrim, correct?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Skyrunner** on **April 11, 2012, 10:47:30 pm**

Quote from: ashton1993 on April 11, 2012, 09:22:08 am
I agree only with my upper left ventricle for my faith is most certainly waning now

Personally I'd agree with my right ventricle.

<random>

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **MikaTheCrazy** on **April 13, 2012, 02:27:57 pm**

Awesome thread!I read the whole thing in TWO DAYS! This is the most addicting thread in existence... 173 pages of awesome artwork, hilarity and spam...

Warning brain overload!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **XenocideSoldier** on **April 18, 2012, 02:23:25 pm**

Must... not... die! We have to keep this alive and Darker may come back! There is always hope!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Japa** on **April 18, 2012, 02:26:24 pm**

Darker /is/ back. I'm just not sure he feels like continuing this.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **TolyK** on **April 18, 2012, 02:29:52 pm**

He should post, at least. Saying he's moved on and we can post fan-based continuations :P

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Aklyon** on **April 18, 2012, 02:43:06 pm**

Someone PM him that.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rolan7** on **April 18, 2012, 03:18:00 pm**

Speaking just for myself, updates are welcome as/if they come.
Every update has been very entertaining, and the art style has steadily got better. Yet Darkerdark hasn't really left hanging threads that make me NEED updates. I appreciate that.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **MantisMan** on **April 18, 2012, 03:55:50 pm**

If this thread isn't busy with story things, does that mean that we can start thiiiiis again?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **USEC_OFFICER** on **April 18, 2012, 03:56:42 pm**

Quote from: MantisMan on April 18, 2012, 03:55:50 pm
If this thread isn't busy with story things, does that mean that we can start thiiiiis again?

No. Never again.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Aklyon** on **April 18, 2012, 04:01:36 pm**

No, we stopped that for a reason.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Skyrunner** on **April 18, 2012, 04:03:22 pm**

...What's 'thiiiiis'?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Urist McCheeseMaker** on **April 18, 2012, 04:10:06 pm**

THIIIIIIIS (http://www.bay12forums.com/smf/index.php?topic=55601.720) is a link to a page that seems to refer to it. It seems to have started a few pages earlier.

Also, Keychain of Creation avatar = win.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **The Fool** on **April 18, 2012, 05:05:17 pm**

THIS (http://www.bay12forums.com/smf/index.php?topic=55601.msg1857672#msg1857672) update was the one that I think of when I hear that word. You'll see why.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **BirdofPrey** on **April 23, 2012, 12:08:29 pm**

NOOOO this thread cannot be allowed to end until the story has, be it death by bad planning, or death by dwarf. Now cross the water already. Crap goes in the barge, elves have to swim.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **scout890** on **April 23, 2012, 03:19:26 pm**

it's not like any giant sponges are lurking beneath the surface

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Tiruín** on **April 23, 2012, 06:06:00 pm**

Cough

Story ends when Darkerdark says it ends.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **stabbymcstabtab** on **April 23, 2012, 08:00:36 pm**

Is DarkerDark still alive? I think the stress from us trying to get him to update might of killed him.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Japa** on **April 23, 2012, 08:51:27 pm**

He is still alive.

He recently did this for me:

Spoiler (click to show/hide)

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **DarkerDark** on **April 23, 2012, 09:49:46 pm**

Yeah, I'm still alive. Real life issues have just been getting in the way of things so I haven't had much time to write anything for the Elves of Amanereli.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **monk12** on **April 23, 2012, 09:54:45 pm**

I know how that goes. Keep fighting the good fight!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Tiruin** on **April 23, 2012, 09:56:31 pm**

Quote from: monk12 on April 23, 2012, 09:54:45 pm
I know how that goes. Keep fighting the good fight!
We can all wait, this won't die unless you (Darkerdark) say so. :))

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **i2amroy** on **April 24, 2012, 01:55:12 am**

This is potentially the longest running forum game after it already died. I mean this thing has already died at least twice, yet it still keeps on going. It's almost like a zombie in DF, unkillable except for in short bursts.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **kingfisher1112** on **April 24, 2012, 02:07:04 am**

It is time to give up. Unless someone is willing to carry on, yup, its screwed.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Urist McCheeseMaker** on **April 24, 2012, 04:08:30 am**

Quote from: kingfisher1112 on April 24, 2012, 02:07:04 am
It is time to give up. Unless someone is willing to carry on, yup, its screwed.
ker-PHOENIXDOWN

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Darvi** on **April 24, 2012, 04:12:08 am**

Quote from: i2amroy on April 24, 2012, 01:55:12 am
This is potentially the longest running forum game after it already died. I mean this thing has already died at least twice, yet it still keeps on going. It's almost like a zombie in DF, unkillable except for in short bursts.
I wouldn't say this is a zombie, it's more like Weekend at Bernie's because people keep handling this corpse of a thread like nobody's business.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Aklyon** on **April 24, 2012, 05:33:49 am**

It hasn't died, its just had delays because of other things happening.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **BirdofPrey** on **April 24, 2012, 07:23:29 am**

Didn't you know? Most forums are in evil biomes. Undead threads are par for the course.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **MantisMan** on **April 25, 2012, 01:02:14 am**

Quote from: Skyrunner on April 18, 2012, 04:03:22 pm
...What's 'thiiiiis'?

It's the official travelling song of the elves, which they sing whenever they don't have anything specific to be doing. It also got the amphibian admin himself into this thread to ask us to knock it off because it was making the thread wobble towards being derailed. I'm just saying that it's probably the most on-topic thing we could be doing in this thread to keep it active. At least it's more relevant to the story than confirming yet again that DarkerDark isn't dead yet for the umpteenth time.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Heavy Weapons Pony** on **April 25, 2012, 06:01:58 am**



I.E Thiiiiiiiiiiiiiiiiiiiiis!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Julien Brightside** on **April 25, 2012, 06:29:17 am**

HUm, do we continue this on our own ?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ashton1993** on **April 25, 2012, 08:42:00 am**

Quote from: Julien Brightside on April 25, 2012, 06:29:17 am
HUm, do we continue this on our own ?

Do we steal someone else's project and take it over? What do you think?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Tiruin** on **April 25, 2012, 08:49:29 am**

Quote from: ashton1993 on April 25, 2012, 08:42:00 am
Quote from: Julien Brightside on April 25, 2012, 06:29:17 am
HUm, do we continue this on our own ?

Do we steal someone else's project and take it over? What do you think?

Why don't we wait patiently for the update.

And not fill the newboxes of many people in the meantime unless completely necessary.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Aklyon** on **April 25, 2012, 09:02:10 am**

Quote from: ashton1993 on April 25, 2012, 08:42:00 am
Quote from: Julien Brightside on April 25, 2012, 06:29:17 am
HUm, do we continue this on our own ?

Do we steal someone else's project and take it over? What do you think?

Not without the requisite amount of art skill to keep the theme looking decent.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **SeriousConcentrate** on **April 25, 2012, 09:17:21 am**

inb4 someone quotes Tiruin with the response 'thiiiiiiiiiiiiiiiiiiiiis.'

I do agree with him though.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ehndras** on **April 25, 2012, 09:31:56 am**

Agreed.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Darvi** on **April 25, 2012, 09:36:08 am**

Quote from: SeriousConcentrate on April 25, 2012, 09:17:21 am
I do agree with him though.
Quote from: Ehndras on April 25, 2012, 09:31:56 am
Agreed.

Hypocrisy much?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **quip** on **April 25, 2012, 09:55:54 am**

Quote from: SeriousConcentrate on April 25, 2012, 09:17:21 am
inb4 someone quotes Tiruin with the response 'thiiiiiiiiiiiiiiiiiiiiis.'
I do agree with him though.

I just want to say, you made me do it.

I nearly died laughing when i began reading the story and 'THIS' :P
I'm posting to watch cause this is too good not to :3

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Cobbler89 on April 30, 2012, 09:24:29 am**

So, several days after reading through the whole thread, I figured it out...

Quote from: Alternategash on January 10, 2012, 06:29:35 pm
DarkerDark is the cruelest kind of drug dealer. Gives you just enough to become hopelessly addicted, then holds out until you "appreciate" how much you owe them.

Quote from: ed boy (with modifications by Cobbler89) on April 28, 2010, 12:55:16 pm
The elves perform a forumite-directed adventure showing how species doesn't matter what sort of person you are. The forumites live in a utopian thiiisiness with the elves, merging into the herd and supporting their community.

Once the elves have the forumites' trust, they lure them into smoking assorted artwork. Once they form a dependency, restrict supply and become extortionate, demanding more and more services from them for the artwork. There will doubtless be some more outspoken and troublesome of the forumites - they must be dealt with with discretion.

Even after the immediate labour needs of the tribe are fulfilled, manipulate the forumites to stop cutting down trees. The point of this is not to benefit from the forest, but rather to change the social structure of the forumites. The once-mighty creatures, cripples by their addiction for the assorted artwork, shall live in a broken society. Living conditions for the forumites must be reduced so that they are only just surviving: they will not be aware of the long-term destruction of their society.

With time, the place of forumites will be firmly established. Broken creatures, they will beg and toil for the elves just for the next sweet hit of the assorted artwork. Elves will be established as the superior species, and as long as the living conditions of the forumites is kept poor, they will be unable to uprising and rebel. Of course, in order to maintain this, the elves need to establish a strict society: even though elves will be equal to dwarves by the letter of the law, the practice will be different. By exaggerating the HFS menace as the root of all evils making scapegoats of troublesome forumites (claiming them to be agents for the HFS), a clear enemy can be established for the forumites to concern themselves with.

By offering large rewards of assorted artwork for any potential HFS agent forumites, any forumite that tries to disrupt proceedings (by teaching their children how to use picks, for example) will be quickly turned in. They will also be unable to identify with any other sympathisers, as they will not be able to tell them from the regular members of society.

A secret police will have to be established. The forumites should be constantly living in fear, unable to shoe a moment's deviance from acceptable thoughts. The actual logistics of monitoring every forumite will be a huge problem, so the forumite must be unable to know if they are being watched or not. By establishing a series of subfora around the forumite games where elves and elf-sympathetic forumites can be posted, the forumites will be able to be watched and heard at any time, but they will not know at any given point whether they are being monitored or not. They must therefore always act like they are being monitored, in case they are.

The knowledge and society of the elves must be heavily censored, too. The elves must establish a leader for the forumites to follow. The leader must himself be a forumite, called "ecofriendly dorf". Pictures of this leader will be placed everywhere. Since the leader is a dwarf/forumite, the other forumites will be encouraged to act like him, and with time they will want to act like him. All devlogs reaching the forumites must be completely fabricated: they must be told how they live in an age of prosperity thanks to the glory of their leader and his following of the desired way of life, despite the filthy HFS who shall be seen as all that is bad. This leader does not need to actually exist; the forumites need to think that he exists.

Over time, a stable society will be formed. forumites will be brainwashed into pure fear of picks and mining, and loving their leader and his agents, the elves. They shall see the leader and the elves as the source of all that is good: Their society, their defence against HFS and their assorted artwork. The mere concept of society as anything different will be outside what they can conceive: the language that they use shall have to be changed after a time to make even expressing an unfavourable thought impossible. They shall live in constant fear, though. They shall be terrified of magma and adamantine spires, and that they might be thought to be HFS agents.

Disappearances in such a society would be common, and thus nobody would notice when a forumite is taken away to be traded to the Call of Duty players. They will not be told of the Call of Duty players, though. Whenever a forumite is needed for trading, one shall be taken, a problematic one if preferable.

If you need me I'll be hiding my picks and disguising my magma pipeline access before the secret police stop by.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Urist McCheeseMaker on May 02, 2012, 06:06:55 am**

Quote from: Cobbler89 on April 30, 2012, 09:24:29 am
So, several days after reading through the whole thread, I figured it out...

Quote from: Alternategash on January 10, 2012, 06:29:35 pm
DarkerDark is the cruelest kind of drug dealer. Gives you just enough to become hopelessly addicted, then holds out until you "appreciate" how much you owe them.

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With time, the place of forumites will be firmly established. Broken creatures, they will beg and toil for the elves just for the next sweet hit of the assorted artwork. Elves will be established as the superior species, and as long as the living conditions of the forumites is kept poor, they will be unable to uprising and rebel. Of course, in order to maintain this, the elves need to establish a strict society: even though elves will be equal to dwarves by the letter of the law, the practice will be different. By exaggerating the HFS menace as the root of all evils making scapegoats of troublesome forumites (claiming them to be agents for the HFS), a clear enemy can be established for the forumites to concern themselves with.

By offering large rewards of assorted artwork for any potential HFS agent forumites, any forumite that tries to disrupt proceedings (by teaching their children how to use picks, for example) will be quickly turned in. They will also be unable to identify with any other sympathisers, as they will not be able to tell them from the regular members of society.

A secret police will have to be established. The forumites should be constantly living in fear, unable to shoe a moment's deviance from acceptable thoughts. The actual logistics of monitoring every forumite will be a huge problem, so the forumite must be unable to know if they are being watched or not. By establishing a series of subfora around the forumite games where elves and elf-sympathetic forumites can be posted, the forumites will be able to be watched and heard at any time, but they will not know at any given point whether they are being monitored or not. They must therefore always act like they are being monitored, in case they are.

The knowledge and society of the elves must be heavily censored, too. The elves must establish a leader for the forumites to follow. The leader must himself be a forumite, called "ecofriendly dorf". Pictures of this leader will be placed everywhere. Since the leader is a dwarf/forumite, the other forumites will be encouraged to act like him, and with time they will want to act like him. All devlogs reaching the forumites must be completely fabricated: they must be told how they live in an age of prosperity thanks to the glory of their leader and his following of the desired way of life, despite the filthy HFS who shall be seen as all that is bad. This leader does not need to actually exist; the forumites need to think that he exists.

Over time, a stable society will be formed. forumites will be brainwashed into pure fear of picks and mining, and loving their leader and his agents, the elves. They shall see the leader and the elves as the source of all that is good: Their society, their defence against HFS and their assorted artwork. The mere concept of society as anything different will be outside what they can conceive: the language that they use shall have to be changed after a time to make even expressing an unfavourable thought impossible. They shall live in constant fear, though. They shall be terrified of magma and adamantine spires, and that they might be thought to be HFS agents.

Disappearances in such a society would be common, and thus nobody would notice when a forumite is taken away to be traded to the Call of Duty players. They will not be told of the Call of Duty players, though. Whenever a forumite is needed for trading, one shall be taken, a problematic one if preferable.

If you need me I'll be hiding my picks and disguising my magma pipeline access before the secret police stop by.

This is.. 1984 meets DarkerDark meets Toady meets !!HFS!!.

I am disgusted. DISGUSTED, I say.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Monkeyfacedprickleback on May 14, 2012, 11:40:21 pm**

Bump

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Aklyon on May 14, 2012, 11:42:18 pm**

Now that was just pointless. Put some effort into your bumpage, otherwise its too obvious.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Tiruin** on **May 15, 2012, 05:58:08 am**

Quote from: Tiruin on April 25, 2012, 08:49:29 am

Why don't we wait patiently for the update.

And not fill the newboxes of many people in the meantime unless completely necessary.

Darkerdark knows about this thread. :P

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Japa** on **May 15, 2012, 06:00:15 am**

He's busy trying to get a job and stuff.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ashton1993** on **May 16, 2012, 07:34:49 pm**

Quote from: Japa on May 15, 2012, 06:00:15 am

He's busy trying to get a job and stuff.

You know if Bay12's money came as a result of the forum role-playing games DD probably wouldn't have that hard a time getting work here, in fact it wouldn't surprise me if he could earn a fair amount by just dropping a donation link into his sig and posting art for a few different RP's here, I'd probably donate maybe £5 if he contributed regularly.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ottottott** on **May 17, 2012, 08:27:41 am**

Quote from: ashton1993 on May 16, 2012, 07:34:49 pm

Quote from: Japa on May 15, 2012, 06:00:15 am

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I read that as: "Continue this, we'll pay you." (Assuming you make updates often.)

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ashton1993** on **May 17, 2012, 01:44:47 pm**

Quote from: ottottott on May 17, 2012, 08:27:41 am

Quote from: ashton1993 on May 16, 2012, 07:34:49 pm

Quote from: Japa on May 15, 2012, 06:00:15 am

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I read that as: "Continue this, we'll pay you." (Assuming you make updates often.)

Well I suppose it would be more accurate to say "If you continue this and regularly update I'll pay you and I have a hunch others will too", would others pay DD to put his art here?

P.S: That wasn't rhetoric, if you would donate money to DD then it's probably worth mentioning now :)

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **zomara0292** on **May 17, 2012, 02:48:41 pm**

When I have spare funds, yes. Yes I would.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Phantom of The Library** on **May 17, 2012, 11:03:18 pm**

I would if I had any method of doing so. Probably around the end of summer sometime.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Julien Brightside** on **May 21, 2012, 05:34:40 am**

Sounds like a drug deal.

"The first taste is free, if you want more, you got to pay."

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **zomara0292** on **May 21, 2012, 06:53:15 am**

Quote from: Julien Brightside on May 21, 2012, 05:34:40 am

Sounds like a drug deal.

"The first taste is free, if you want more, you got to pay."

Little do they know.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ashton1993** on **May 21, 2012, 08:02:30 am**

Quote from: zomara0292 on May 21, 2012, 06:53:15 am

Quote from: Julien Brightside on May 21, 2012, 05:34:40 am

Sounds like a drug deal.

"The first taste is free, if you want more, you got to pay."

Little do they know.

I always just assumed drug dealers were generous folks with a bad sense of how to run a business based on the fact they always want to give me free stuff

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Phantom of The Library** on **May 21, 2012, 05:44:54 pm**

Quote from: ashton1993 on May 21, 2012, 08:02:30 am

I always just assumed drug dealers were generous folks with a bad sense of how to run a business based on the fact they always want to give me free stuff

I am so tempted to sig that.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **MikaTheCrazy** on **May 25, 2012, 01:49:33 pm**

I would certainly pay if I could, but I can't.

P.S. Darkerdark has a drawing a day thead over in Creative Projects now. :D

Edit: Typo.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ottottott** on **August 01, 2012, 12:31:17 am**

I remember an estimate of 3 years for the elves to reach their destination. Also how I said we could probably do it in only 1.5. Well, I take it back. It might take more like 5.

I'm sad. So very, very sad.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **TolyK** on **August 01, 2012, 01:05:21 pm**

"It'll be different... if you'll only be patient..."
~ whoever guesses which film I'm taking it from gets a cookie.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Dariush** on **August 01, 2012, 01:57:13 pm**

Don't leave us, DD. :(

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ashton1993** on **August 01, 2012, 04:55:11 pm**

Ah, here we go again, 30 pages of bumping.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ottottott** on **August 02, 2012, 12:16:43 am**

Well, this is apparently too good to let die. I wonder who would've posted had I not. And when.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Robocorn** on **August 02, 2012, 02:22:27 am**



Posts about how the thread needs to update don't count as content.

This thread is toast.

I get it. I love Elves of Amenareli, I started reading it in 2010 when it might update once every couple of weeks. It inspired me personally to work on a lot of the projects I've tried over the years. If I thought shamelessly bumping this thread to oblivion would earn it a consistent update schedule I'd be joining your choir drawing fanart and making creepy update songs. Seriously though, don't come here and pretend this thread is just a little bit slow and is right about to pick up. Every time I go to the hall of legends and see this thread as the first thing under Active with bright red letters uring me not to let the caravan fall I can't help but chuckle a bit. Call it hiatus, call it a break, but *Active*, is not what comes to mind when I think of this thread.

I don't blame DarkerDark, he's a great artist and seems like a really cool guy. He's in the past seemed really willing to do other art for people and has always been really cool about it. I could almost see the bumping making sense for status updates back when his tablet was broken, but he actually post on the forum with semi frequency. I don't want to make unfair judgement but I don't think he's unaware of this thread's popularity. I'd hazard that he just wants to draw other things, and more power to him. If you want to see his art you could probably just ask I know he's got some here (<http://darkcloak.deviantart.com/>) and here (<http://doodleordie.com/profile/reshig>).

I'm sorry for putting up such a massive textwall over such a trivial matter that doesn't really affect me personally. I guess I could just ignore the thread whenever it updates and forget about it. I wouldn't have to be disappointed every time some escaped lunatic gets linked here from the upper boards and posts asking the thread nicely not to die. The thing is that I *want* it to update, and I want to be there to contribute to the amazing story. hell, if the next post was DarkerDark updating I'd eat all of these words, gladly. I suppose I'm just not as optimistic after two years.

I guess I've forgotten what point I was trying to make. I think it's that I'd rather not have a months dead thread get bumped every couple of weeks to get my hopes up. Is there any way I could get on a mailing list or an RSS feed or something so that I'd know when the thread actually revived instead of paraded around like some long dead mummified saint.

Thank you for your time, Robocorn.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ottottott** on **August 03, 2012, 12:19:46 am**

You write a long wall of text, I answer with a single word.
Yes, I agree.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **zomara0292** on **August 03, 2012, 07:28:35 am**

Quote from: ottottott on August 03, 2012, 12:19:46 am
You write a long wall of text, I answer with a single word.
Yes, I agree.

I will also lie like he did and say a single sentence.
I agree too.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Gergow44** on **August 08, 2012, 05:30:49 pm**

Elves of Amanereli was an epic story twisted into the form of a caravan.
It's green scales of entertrainment are far-set and has leathery wings of awersome.
It bumps rithmically.
Beware It's hybernations!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ottottott** on **August 09, 2012, 01:26:52 am**

Just pointing out that I'll remember this thread for as long as I'm on these forums. This thread can not die.
Unless some heartless bastard locks/deletes it.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Siquo** on **November 26, 2012, 05:04:30 pm**

Oh no, did someone just bump this *again*?! How dare he?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **10ebbor10** on **November 26, 2012, 05:05:47 pm**

Quote from: Siquo on November 26, 2012, 05:04:30 pm
Oh no, did someone just bump this *again*?! How dare he?
Brains, Brains, Brains ...

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Aklyon** on **November 26, 2012, 05:11:14 pm**

That is one *hell* of a nap the elves are taking.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **zomara0292** on **November 26, 2012, 07:19:21 pm**

The hell?,i think this should be bumped to daemon, not zombie. You can't get rid of it. Next stage is clown. Can we do it?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Aklyon** on **November 26, 2012, 07:27:15 pm**

Clown is a terrible name for something above daemon, though. Just call it a HFS.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ottottott** on **November 27, 2012, 08:44:34 am**

Siquo, how dare you. I will always have the last post.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **zomara0292** on **November 27, 2012, 08:50:58 am**

Quote from: ottottott on November 27, 2012, 08:44:34 am
Siquo, how dare you. I will always have the last post.
Are you sure? Because i am not.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Powder Miner** on **November 27, 2012, 11:31:35 am**

This is not general discussion. This is not a thread about who can bump more. This is not a "who can get the last post" game. This is a dead thread. Quit. Posting. There is no point in trying to get the last post.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Aklyon** on **November 27, 2012, 01:04:24 pm**

Its not a dead thread, its just on unannounced extended hiatus. But yes, the last post really isn't a very important thing, PM.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Urist McDwarfFortress** on **November 27, 2012, 04:37:05 pm**

Ah. Another round of the old "poke the long-dead elves" game. A dwarfy endeavor, to be sure. Long, pointless and involving dead elves. What more could one want from bay12?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rexfelum** on **November 29, 2012, 01:05:38 am**

It is a remarkable (not-likely-to-update) thread, though. Where else have so many Dwarf Fortress players gone to be *elfed*, instead of *dwarfed*? *Willingly*?

--Rexfelum

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Kaelem Gaen** on **November 29, 2012, 06:41:37 pm**

As much as I would love to see this comeback ... We should get someone to lock it and shove into Legends. Until (If at some point) DD wants to pick it up again.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Mortis** on **January 26, 2013, 04:22:57 am**

Live, thread! Liiive!!
(Mortis gestures, and the thread begins to shudder)

Edit: sorry, that was was pretty dumb

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **10ebbor10** on **January 26, 2013, 04:25:01 am**

Quote from: Kaelem Gaen on November 29, 2012, 06:41:37 pm

As much as I would love to see this comeback ... We should get someone to lock it and shove into Legends. Until (If at some point) DD wants to pick it up again.

Yup, we really need to do it. Else it's going to be deleted one day.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Dariush** on **January 26, 2013, 05:01:50 am**

Quote from: Mortis on January 26, 2013, 04:22:57 am

Live, thread! Liiive!!
(Morris gestures, and the thread begins to shudder)

Did you seriously just misspell your own name?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **10ebbor10** on **January 26, 2013, 05:03:32 am**

Btw, maybe better to ignore him. This is his only post, pretty sure it's a troll.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **DarkerDark** on **January 26, 2013, 02:38:53 pm**

When I started this adventure, I had a basic idea of what I wanted it to be. I had one simple goal: Elven shenanigans. Basically, I wanted to make fun of elves and their silly ways while drawing the input and suggestions of other players to turn the whole escapade into a story of sorts. However, I think that over time I've lost sight of what made the adventure so great and instead I started concentrating more on making the artwork look good rather than making it dedicated to what any good disciple of Armok wants to see: Elves dying in awesome and hilarious ways. It was hard to avoid it, I think we all started seeing the elves in a new light and they gradually turned into something "Cool" rather than something we can all point and laugh at. I haven't replied to most of your requests to get this moving again because I haven't really had the time to continue it, nor do I have it in my heart to actually end it. I always tell myself "I'll get back to it as soon as I have the time."

Heh... How long has it been now?

Anyways, before you start to get the wrong impression I should clarify that I do want to continue this again. Things are quieting down at work and while I still play a lot of video games, I find myself with more and more free time where I'm sitting around being bored (or lurking in the Dwarf Fortress forums, waiting for the next update). I'd like to start this back up, but I always find myself running into trouble as to where I should start it off again. And of course, having not drawn elves in ages (and having not drawn ANYTHING in the last five or six months during my transition between real-life jobs) I'd have to clear the rust off.

I'm thinking I should try some other dwarf fortress related art adventure first, like "Goblins of Bax Ogom", "Dwarves of Coppergate", or "Humans of..." Actually, humans would be kind of boring, I think... Unless it was an adventurer we'd be playing as. Anyways, I'd like to start something related to Elves of Amanereli without it actually being Amala's caravan. I've got a few ideas in my head, I just want a bit of input from you guys before I go right off and start a whole new thread.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Aklyon** on **January 26, 2013, 02:51:02 pm**

Quote from: Aklyon on November 27, 2012, 01:04:24 pm

Its not a dead thread, its just on unannounced extended hiatus.

I was right! :D (along with other people)

Anyway, if you wanted to do a human one you could do a human vampire adventurer and his adventures in trying to not get caught by the rest of his party about the vampirism, or something like that.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **TolyK** on **January 26, 2013, 02:56:21 pm**

I agree about the vampirism, would be nice.
Wait a second.
head gets blown out as if it was hit by a wrecking ball

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **GreatWyrmGold** on **January 26, 2013, 02:56:42 pm**

Or, really, humans in a DF world.

A human caravan, going from retreat to Mountainhome and back to the plains, before setting out again; beset by giant badgers, loose rutherers, ambushes and thieves, beasts both semi and mega, bogeymen and other night creatures, armies occupying the road, and general insanity. Sounds Fun.

(Ninja'd.)

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Aklyon** on **January 26, 2013, 02:57:43 pm**

Quote from: GreatWyrmGold on January 26, 2013, 02:56:42 pm

Or, really, humans in a DF world.

A human caravan, going from retreat to Mountainhome and back to the plains, before setting out again; beset by giant badgers, loose rutherers, ambushes and thieves, beasts both semi and mega, bogeymen and other night creatures, armies occupying the road, and general insanity. Sounds Fun.

(Ninja'd.)

You forgot the wolves and the random birds who may or maynot attack.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **freeformschooler** on **January 26, 2013, 03:27:43 pm**

Really good art makes you a popular GM, but not as much as consistent updates. I think that's why most illustrated forum games have their GM working at less than full potential - the higher the quality, the easier it is to burn out.

Plus, like 99% of the games people enjoy on this forum are text based anyway. I highly doubt this game's popularity is due just to how well you draw.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Aseaheru** on **January 26, 2013, 03:50:26 pm**

Moar drawings please?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **monk12** on **January 26, 2013, 04:06:56 pm**

Quote from: freeformschooler on January 26, 2013, 03:27:43 pm

Really good art makes you a popular GM, but not as much as consistent updates. I think that's why most illustrated forum games have their GM working at less than full potential - the higher the quality, the easier it is to burn out.

Plus, like 99% of the games people enjoy on this forum are text based anyway. I highly doubt this game's popularity is due just to how well you draw.

mmm, I'd argue that the reason 99% of the games on this forum are text based is because image-based games (illustrated or otherwise) are way more work and also require some base level of talent to be understandable. Well, so do text games, but being able to communicate through text is basically a prerequisite for participating in the forum community in the first place, whereas pretty pictures (and even not-so-pretty pictures) are above and beyond the call of GM duty.

But that is neither here nor there.

Personally, I've never been afraid to resurrect a thread without warning and just jump in where I left off- link to a previous update or three so everyone remembers where we're going and why, and hop to it. Nobody's going to complain if the art style changes- I believe ffs can attest to that :P

Then again, the Muses are fickle bitches, so if a companion piece is what you feel like doing, do it! "Dwarves of Coppergate" would be an interesting look ahead. The idea I had was to do an adventure similar to the Elves, but from the perspective of a caravan/raiding party *leaving* Coppergate, thus making the goal to get home safely with our precious cargo of tattered socks, microcline mugs, and dimple dye.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Kadzar** on **January 26, 2013, 04:29:26 pm**

Or you could just draw the story of an elf, a dwarf, a human, and a kobold adventuring their way through the DF world.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Aseaheru** on **January 26, 2013, 04:30:19 pm**

and a gobbo.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Kadzar** on **January 26, 2013, 04:34:28 pm**

I don't know, gobbos are hard to justify adventuring with. Kobolds are just thieves and might prove useful in getting treasure for the group. Gobbos are just immoral and don't have any special skills that would be helpful for an adventuring party.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **GreatWyrmGold** on **January 26, 2013, 04:54:59 pm**

Goblins on balance, perhaps.

Specific goblins? They're as strong as dwarves, as stealthy as kobolds, and as ageless as elves. That's a successful combination.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **rabidgam3r** on **January 26, 2013, 05:08:20 pm**

You know what? you could do a theme of morgan freeman on a rampage through space and i wouldn't care, i would still love it.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **dragnar** on **January 26, 2013, 05:11:16 pm**

...Oh wow, real posts in this thread again. That's a shock. o_o

Anyway, I vote for goblins! Going on lots and lots of very very badly planned and poorly fated raids on some dwarves.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Kadzar** on **January 26, 2013, 05:16:46 pm**

Quote from: GreatWyrmGold on January 26, 2013, 04:54:59 pm
Goblins on balance, perhaps.
Specific goblins? They're as strong as dwarves, as stealthy as kobolds, and as ageless as elves. That's a successful combination.

It's good for the goblin, but not the party. If we've already got a dwarf and a kobold (I consider the ageless thing unimportant for adventuring), why do we need a gobbo? Dwarves are trustworthy, and you can trust a kobold not to do anything worse than steal from you (and they're weak enough that you can easily intimidate them into giving your stuff back if they do), but what's to stop a gobbo from stabbing you in the back while you sleep? They only consider murder to be a personal matter, for Armok's sake! I'd rather trust my life to one of those savage beastmen.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **rabidgam3r** on **January 26, 2013, 05:17:50 pm**

"Should I really be riding this War Lobster? it really wants to go into water and I can't swim-"

"SHUT UP, RECRUIT!"

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **GreatWyrmGold** on **January 26, 2013, 05:45:32 pm**

Quote from: Kadzar on January 26, 2013, 05:16:46 pm
Quote from: GreatWyrmGold on January 26, 2013, 04:54:59 pm
Goblins on balance, perhaps.
Specific goblins? They're as strong as dwarves, as stealthy as kobolds, and as ageless as elves. That's a successful combination.
It's good for the goblin, but not the party. If we've already got a dwarf and a kobold (I consider the ageless thing unimportant for adventuring), why do we need a gobbo? Dwarves are trustworthy, and you can trust a kobold not to do anything worse than steal from you (and they're weak enough that you can easily intimidate them into giving your stuff back if they do), but what's to stop a gobbo from stabbing you in the back while you sleep? They only consider murder to be a personal matter, for Armok's sake! I'd rather trust my life to one of those savage beastmen.

Agelessness gives lots of time to learn how to do something. Thus, elves and goblins alike should be masters at their trades. I'd call that useful.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Kadzar** on **January 26, 2013, 05:58:19 pm**

Quote from: GreatWyrmGold on January 26, 2013, 05:45:32 pm
Quote from: Kadzar on January 26, 2013, 05:16:46 pm
Quote from: GreatWyrmGold on January 26, 2013, 04:54:59 pm
Goblins on balance, perhaps.
Specific goblins? They're as strong as dwarves, as stealthy as kobolds, and as ageless as elves. That's a successful combination.
It's good for the goblin, but not the party. If we've already got a dwarf and a kobold (I consider the ageless thing unimportant for adventuring), why do we need a gobbo? Dwarves are trustworthy, and you can trust a kobold not to do anything worse than steal from you (and they're weak enough that you can easily intimidate them into giving your stuff back if they do), but what's to stop a gobbo from stabbing you in the back while you sleep? They only consider murder to be a personal matter, for Armok's sake! I'd rather trust my life to one of those savage beastmen.
Agelessness gives lots of time to learn how to do something. Thus, elves and goblins alike should be masters at their trades. I'd call that useful.

You make a good point on the usefulness of agelessness, but not for gobbos. If they're more skilled, they'll be better able to commit treachery. And what skill would a gobbo know that an elf wouldn't, that would make it worth risking them sneaking up on you at night and slitting your throat?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **GreatWyrmGold** on **January 26, 2013, 06:01:07 pm**

Quote from: Kadzar on January 26, 2013, 05:58:19 pm
Quote from: GreatWyrmGold on January 26, 2013, 05:45:32 pm
Quote from: Kadzar on January 26, 2013, 05:16:46 pm
Quote from: GreatWyrmGold on January 26, 2013, 04:54:59 pm
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The absence of a point on that reply should have clued you into (<http://tvtropes.org/pmwiki/pmwiki.php/Main/DontExplainTheJoke>) what I meant (<http://tvtropes.org/pmwiki/pmwiki.php/Main/ComicallyMissingThePoint>).

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **zomara0292** on **January 26, 2013, 09:16:55 pm**

Quote from: GreatWyrmGold on January 26, 2013, 05:45:32 pm
Quote from: Kadzar on January 26, 2013, 05:16:46 pm
Quote from: GreatWyrmGold on January 26, 2013, 04:54:59 pm
Goblins on balance, perhaps.
Specific goblins? They're as strong as dwarves, as stealthy as kobolds, and as ageless as elves. That's a successful combination.
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Agelessness gives lots of time to learn how to do something. Thus, elves and goblins alike should be masters at their trades. I'd call that useful.

You know, I am plussing this because, i have always wanted to plus something in this work to make a difference but it died a week before I started lurking this thread.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Armok** on **January 26, 2013, 09:24:55 pm**

I'm going to add to what many have said with more clarity: on the internet, in full generality, perfectionism is the worst error you can make, only talent not effort matters, the more you churn out in raw quantity the more people will love you even if it's crap. Oh, and in further generality EVERYWHERE, it has been scientifically proven (yes, with actual experiments and stuff) going for only quantity and not caring for quality actually results in higher quality because you get that much more practical and also isn't trying to hard.

This goes both for the visual art and things like the plot having a direction.

There is much wisdom in the saying "real artists ship".

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **GreatWyrmGold** on **January 26, 2013, 09:43:38 pm**

You just made me sad.

(Oh, and the topic's been read 11,600 times. Almost exactly.)

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Jbg97** on **January 26, 2013, 10:15:29 pm**

Quote from: GreatWyrmGold on January 26, 2013, 09:43:38 pm

You just made me sad.

(Oh, and the topic's been read 11,600 times. Almost exactly.)

Scientific studies have shown that optimism has resulted in bad economies and errors in judgement. Stay sad, stay smart.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Robocorn** on **January 26, 2013, 11:44:22 pm**

Quote from: Kadzar on January 26, 2013, 05:16:46 pm

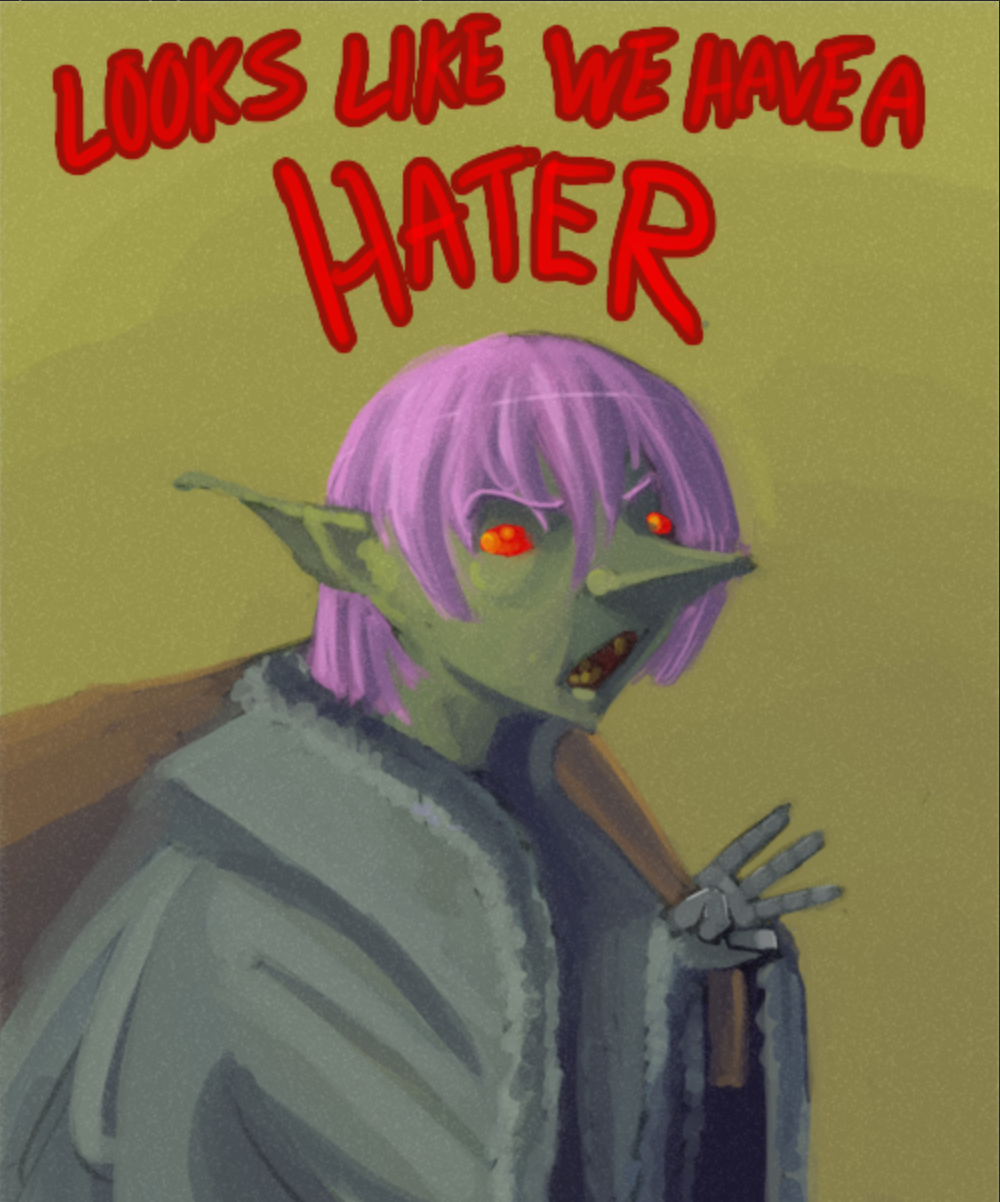
Quote from: GreatWyrmGold on January 26, 2013, 04:54:59 pm

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Specific goblins? They're as strong as dwarves, as stealthy as kobolds, and as ageless as elves. That's a successful combination.

It's good for the goblin, but not the party. If we've already got a dwarf and a kobold (I consider the ageless thing unimportant for adventuring), why do we need a gobbo? Dwarves are trustworthy, and you can trust a kobold not to do anything worse than steal from you (and they're weak enough that you can easily intimidate them into giving your stuff back if they do), but what's to stop a gobbo from stabbing you in the back while you sleep? They only consider murder to be a personal matter, for Armok's sake! I'd rather trust my life to one of those savage beastmen.

Spoiler: Hey (click to show/hide)



Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Japa** on **January 26, 2013, 11:51:49 pm**

I love that picture.

So much.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Vgray** on **January 26, 2013, 11:56:45 pm**

Awesome.

Except for one thing...how could you people not pick Ima?!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rexfelum** on **January 27, 2013, 01:20:38 am**

You know when a REAL post has appeared in this thread by the number of pages added at a jump.

Hello, DarkerDark! Also, I was waiting for you to appear, Robocorn. The whole mixed-species team going on an adventure (<http://www.bay12forums.com/smf/index.php?topic=98594>) deal came to mind. So I'm sure that DarkerDark could totally do it, including a goblin as needed (though no one could replace Amxu (<http://askamxu.tumblr.com>)), but maybe . . . it should go a different direction for variety.

I'd vote Dwarves of Copper Gates. If not, then I'd vote anything OTHER than pure humans. You can get humans anywhere, and they are less visually interesting when you have a fantasy world full of the caricatures we call elves, dwarves, and so on.

--Rexfelum

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **GreatWyrmGold** on **January 27, 2013, 01:37:32 am**

Oh, come on. NOTHING can be uninteresting when it's in a world as ~~interesting~~ deadly as DF's worlds!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Sprin** on **January 27, 2013, 09:09:12 am**

Darn once agin i find an awesome story that ends abruptly... :(it was realy realy awesome...

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ashton1993** on **January 27, 2013, 11:20:10 am**

Quote from: Sprin on January 27, 2013, 09:09:12 am
Darn once agin i find an awesome story that ends abruptly... :(it was realy realy awesome...

It's starting again.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **DarkerDark** on **January 27, 2013, 11:52:43 pm**

Alright, well as much as I'd like to do something involving a small party of characters going on wacky adventures, I have just noticed that Robocorn's got that covered with his own adventure thread (thanks Rexfelum, for giving me a new thread to watch). And yes, Axmu is great. :)

Anyways, a couple of ideas are buzzing around in my head.

If we end up doing Goblins, I'm thinking it might involve a warband laying siege to a dwarf fortress with you guys taking the role of various goblin squad leaders arguing over tactics and strategies. Whereas, if we end up doing a story focused on dwarves, it might follow an expedition sent out to explore the underground caverns. However, I'm still open to ideas depending on what you guys want.

Edit - Dammit Rexfelum, I just noticed the date on that thread you posted. Here I was thinking the last post was just a couple of weeks ago... But no, it's now 2013, that thread is a year old.

Ah well, I guess I can see about doing a mixed-species team going on wacky adventures. Though, it's easy to write yourself into a corner when the main characters aren't expendable. Heh.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **GreatWyrmGold** on **January 27, 2013, 11:55:39 pm**

Between those ideas, I'd prefer the goblin one.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Phantom of The Library** on **January 27, 2013, 11:57:56 pm**

Either one of those sounds fantastic! I'm slightly in favor of the goblins sieging a fortress myself.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Vgray** on **January 28, 2013, 12:00:21 am**

Goblins sounds good.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Aklyon** on **January 28, 2013, 12:07:55 am**

Either.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Kadzar** on **January 28, 2013, 12:18:33 am**

I say you should do whatever you want to do. The adventurers idea was that you wouldn't have to be tied to a mission and worried about how long it would take to get there and also have somewhat more varied subject matter to draw.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rexfelum** on **January 28, 2013, 02:26:08 am**

The "siege" idea might be a good creative hook: we've done plenty of "wacky party on a wacky adventure" stories, but this would be kinda new. PLUS lots of folks could die in humorous or ironic ways with little consequence. Sounds like we have a winner!

--Rexfelum

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Kaelem Gaen** on **January 28, 2013, 02:51:56 am**

Aye, lets give the Gobbos some love, they only hate cause they were never loved.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Urist McCheeseMaker** on **January 28, 2013, 04:30:49 am**

I think I'd prefer to see dwarves in Darker's scrumptious artstyle. But the others are right, art doesn't matter as much as the story, and goblins would probably be more fun. And really, either one makes me go "omg gief". So yeah. Voting for both, and seeing where it ends.

And yeah, a neat sketch once in a while and the certainty that stuff will keep going is better than a rival of the Mona Lisa once a month, and being on the verge of burnout every time. Perfectionism sucks.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Dariush** on **January 28, 2013, 06:02:59 am**

Can we have a siege with named characters (and events, obviously) on both sides? Pretty please?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **10ebbor10** on **January 28, 2013, 11:12:35 am**

Quote from: Urist McCheeseMaker on January 28, 2013, 04:30:49 am
And yeah, a neat sketch once in a while and the certainty that stuff will keep going is better than a rival of the Mona Lisa once a month, and being on the verge of burnout every time. Perfectionism sucks.

I wouldn't put it that way. Perfectionism isn't that bad. It's just the enemy of good enough.

Quote from: Dariush on January 28, 2013, 06:02:59 am
Can we have a siege with named characters (and events, obviously) on both sides? Pretty please?

Supporting this the above post.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **ashton1993** on **January 28, 2013, 11:28:57 am**

Quote from: 10ebbor10 on January 28, 2013, 11:12:35 am
Quote from: Dariush on January 28, 2013, 06:02:59 am
Can we have a siege with named characters (and events, obviously) on both sides? Pretty please?
Supporting this the above post.

I third this what was mentioned previously!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **GreatWyrmGold** on **January 28, 2013, 04:23:48 pm**

Quote from: Urist McCheeseMaker on January 28, 2013, 04:30:49 am
I think I'd prefer to see dwarves in Darker's scrumptious artstyle.
Just to point out, sieging a dwarven fortress typically allows one to see dwarves.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **10ebbor10** on **January 28, 2013, 04:28:09 pm**

Quote from: GreatWyrmGold on January 28, 2013, 04:23:48 pm
Quote from: Urist McCheeseMaker on January 28, 2013, 04:30:49 am
I think I'd prefer to see dwarves in Darker's scrumptious artstyle.
Just to point out, sieging a dwarven fortress typically allows one to see dwarves.

When you can see the White of the enemies eyes, both armies are doing something wrong. Really, decent sieges are boring.

- Throw rocks
- Scavenge food
- Throw back defenders
- Assault
- Repeat untill one of both surrenders

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **GreatWyrmGold** on **January 28, 2013, 04:34:00 pm**

1. It mightn't be the goblins seeing the dwarves, just the players.
2. There's still a dwarf at the catapult or manning the walls or something.
3. Have you seen how some DF players try to break sieges?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **DarkerDark** on **January 28, 2013, 06:29:12 pm**

Quote from: 10ebbor10 on January 28, 2013, 04:28:09 pm
Quote from: GreatWyrmGold on January 28, 2013, 04:23:48 pm
Quote from: Urist McCheeseMaker on January 28, 2013, 04:30:49 am
I think I'd prefer to see dwarves in Darker's scrumptious artstyle.
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-Throw rocks
-Scavenge food
-Throw back defenders
-Assault
-Repeat untill one of both surrenders

True, but I see typical siege warfare as something humans would conduct. They already take a more realistic approach to siege warfare in the game by camping outside your walls and trying to starve your fort out. Goblins on the other hand, we know that in the game they like to charge forward for blood and glory. And realistically, I don't think they'd be the type to wait around for the enemy to die due to starvation or losses through attrition. Their society wouldn't allow it. They'd likely get bored and start fighting with each other until their war-leaders rallied them onwards in search of easier targets to lay waste to... Also, knowing the suggestions that came from Elves of Amanereli, I doubt the players in this forum would have the goblins sitting back tossing boulders and crossbow bolts all day. ;)

Anyways, it doesn't have to be a Goblin siege, I'm still in the early brainstorming stages, so I'm still open to suggestions.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Aklyon** on **January 28, 2013, 06:36:48 pm**

Quote from: DarkerDark on January 28, 2013, 06:29:12 pm

Also, knowing the suggestions that came from Elves of Amanereli, I doubt the players in this forum would have the goblins sitting back tossing boulders and crossbow bolts all day. ;)

Are you saying we'd be getting all of the elves goblins killed by accidentally angering the best fighter elf goblin? :)

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Japa** on **January 28, 2013, 10:20:33 pm**

I vote for goblin seige purely because I wanna see your take on goblins.

I'm rooting for glam rock goblins myself.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **monk12** on **January 29, 2013, 12:27:47 am**

Clearly it should be a combined arms force- Humans for their ability to organize and strategize, Elves for their war beasts and Sunshine, and Goblins for their ruthlessness and great numbers. The Humans are there for the plunder and to strengthen their economic stranglehold on the world, the Elves are their to avenge the rape of nature that has occurred, and the Goblins are there for shits and giggles (but secretly because their Demon General wants to loose HFS,) and the Humans and Elves tolerate the Goblins because they'd rather let *them* do the dying.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Dariush** on **January 29, 2013, 04:52:32 am**

Quote from: monk12 on January 29, 2013, 12:27:47 am

Clearly it should be a combined arms force- Humans for their ability to organize and strategize, Elves for their war beasts and Sunshine, and Goblins for their ruthlessness and great numbers. The Humans are there for the plunder and to strengthen their economic stranglehold on the world, the Elves are their to avenge the rape of nature that has occurred, and the Goblins are there for shits and giggles (but secretly because their Demon General wants to loose HFS,) and the Humans and Elves tolerate the Goblins because they'd rather let *them* do the dying.

I am so in favor of this. Also controlling besieged dwarves at the same time would be a verry good bonus.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Ghazkull** on **January 29, 2013, 05:26:14 am**

so all around goodness?

I'm in favour of that

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Rexfelum** on **January 29, 2013, 03:12:33 pm**

Well we do seem to be leaning toward a siege, however the content may be.

I just looked back and was reminded that the proper title here is "The Elves of Amanereli: The Caravan." So what might be next? "The Goblins of [Dark Fortress name]: The Siege"?

--Rexfelum

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **GreatWyrmgold** on **January 29, 2013, 04:45:15 pm**

I think an idea mentioned earlier bears mentioning again: Two sides.

Some players provide suggestions for the siegers, some for the besieged. Perhaps the players control important dwarves/goblins/fluffy wablers/whatever, or perhaps they just choose a side and start making suggestions for it.

An illustrated battle between the world's craziest, in a world crazier than ours? Sounds good.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **rabidgam3r** on **January 29, 2013, 05:02:59 pm**

DARKERDARK, START THINE DRAWINGS OF GREAT AWESOMENESS OR I OPEN THE FLOODGATE!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Urist McDwarfFortress** on **January 29, 2013, 05:05:32 pm**

Wow! An actual post from DarkerDark himself! TWO!!! :D And here I figured that this was just on my list of updated topics due to some ultra-necro-bump.

If the new game is going to be in the same world as this game, then it won't really make much sense to have the elves sieging a dwarf fortress, while they have a caravan on the way there to trade. Unless, of course its a completely different dwarven and/or elven nation.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **GreatWyrmgold** on **January 29, 2013, 05:29:48 pm**

Or if it's a different world.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **monk12** on **January 29, 2013, 09:12:41 pm**

Or it's THE FUTURE! Because I think we all know how this caravan is going to end up :P

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **rabidgam3r** on **January 29, 2013, 09:16:48 pm**

We trade for a Mr.Fusion and some uranium and go Back to the Future?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Phantom of The Library** on **January 29, 2013, 09:49:08 pm**

Obviously it's all of the above at once.

Somewhere in the middle of their journey the elves had a run in with Omsgu, leader of the goblin tribes and being mightily insulted by the fiendish cries of "thiiiiis" decided that all of the elves should be wiped out. In order to find out he location of the elves he sent a horde to track them. The elves upon reaching their destination, discovered the horde following them and assisted in the repelling of the siege set on by the goblins (who had mistaken the dwarven fortress for the elven homeland.) However in the process, some of the goblins fell into an experimental infinite power source and were sent to another dimension.

Many years later they became the rulers of all goblin tribes within the region and led forth a siege upon that dimensions fortress using oppressed elven and human slaves. The siege was successful and then, having gained access to the alternate dimensions time-space traveling machine, sent an entire army of goblins and various slaves into their original dimensions past to siege the fortress before the elves even set out on their journey.

Which is where our tale "begins"...

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **NoahTophatz** on **January 29, 2013, 09:53:14 pm**

That is do crazy it must be true

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Urist McDwarfFortress** on **January 31, 2013, 05:52:42 pm**

Quote from: Phantom of The Library on January 29, 2013, 09:49:08 pm
The elves upon reaching their destination, discovered the horde following them and assisted in the repelling of the siege set on by the goblins.

By "assisted in repelling the siege," I assume you meant: hid inside the walls until they all went insane and abandoned their entire caravan to the dwarves.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Urist McCheeseMaker** on **February 03, 2013, 04:31:46 am**

Quote from: monk12 on January 29, 2013, 12:27:47 am
Clearly it should be a combined arms force- Humans for their ability to organize and strategize, Elves for their war beasts and Sunshine, and Goblins for their ruthlessness and great numbers. The Humans are there for the plunder and to strengthen their economic stranglehold on the world, the Elves are their to avenge the rape of nature that has occurred, and the Goblins are there for shits and giggles (but secretly because their Demon General wants to loose HFS,) and the Humans and Elves tolerate the Goblins because they'd rather let *them* do the dying.

Do want.
[Spoiler](#) (click to show/hide)
Thiiiiis

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **GrizzlyAdamz** on **February 16, 2013, 11:27:49 pm**

Humph, at least do a 'rocks fall everyone dies (<http://tvtropes.org/pmwiki/pmwiki.php/Main/RocksFallEveryoneDies>)' before you eventually decide to abandon the thread mr. Darkerdark. Just read the thing in 3 days, the last half is 80% gobbledegook, (btw inb4rocksfalleveryonedies).

ps,
[Spoiler](#) (click to show/hide)
how does one name a hyperlink? Would have attached <http://tvtropes.org/pmwiki/pmwiki.php/Main/RocksFallEveryoneDies> (<http://tvtropes.org/pmwiki/pmwiki.php/Main/RocksFallEveryoneDies>) to that phrase up thur.

-edit
Ah ok I tried it the other way around, tyvm.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **10ebbor10** on **February 17, 2013, 01:42:18 pm**

[*url= Your Link here]Like this[/url]

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **javierpwn** on **February 17, 2013, 01:51:57 pm**

Code: [Select]
[url=google.com]best search engine[url]

Which would take you to google

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Eotyrannus** on **March 09, 2013, 02:53:18 pm**

These are the sort of elves I could imagine, instead of using blessed wood, would get timber by doing wacky hijinks that ends with a vampiric kobald, a herd of skeletal carp, a few frogs and the facepalm of Armok.

Also, ARISE, THREAD, ARISE!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Furtuka** on **March 09, 2013, 02:54:39 pm**

...*sigh*

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **GreatWyrmgGold** on **March 09, 2013, 03:02:33 pm**

puts a curse on Eotyrannus

If I did that right, an actual necromancer should be showing up at Eotyrannus's house shortly, but it's my first time...who's that at my door?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Dariush** on **March 09, 2013, 03:04:38 pm**

I think it's time to ask either DD or Toady to lock this thread. Everybody in favor?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **racnor** on **March 09, 2013, 03:24:27 pm**

No.
As lord Vetinari said, everyone must have hope. That's why he makes sure death row cells in his city always contain a block with loose mortar and a hidden spoon .(there's another, very solid block behind it, but the hope is what's important.)

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **USEC_OFFICER** on **March 09, 2013, 03:27:08 pm**

Quote from: Dariush on March 09, 2013, 03:04:38 pm
I think it's time to ask either DD or Toady to lock this thread. Everybody in favor?

I am.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Haspen** on **March 09, 2013, 03:55:12 pm**

Aye, lock the thread! v:

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **GreatWyrnGold** on **March 09, 2013, 04:14:49 pm**

I abstain.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **SeriousConcentrate** on **March 09, 2013, 04:47:55 pm**

I agree. Getting tired of seeing people attempt to necro it.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Aklyon** on **March 09, 2013, 04:49:11 pm**

Quote from: GreatWyrnGold on March 09, 2013, 04:14:49 pm
I abstain.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Furtuka** on **March 09, 2013, 04:49:53 pm**

Quote from: Aklyon on March 09, 2013, 04:49:11 pm
Quote from: GreatWyrnGold on March 09, 2013, 04:14:49 pm
I abstain.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **TolyK** on **March 09, 2013, 05:09:57 pm**

Yeah, but obviously should be opened if DarkerDark wants it opened...

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Haspen** on **March 09, 2013, 05:22:00 pm**

Quote from: TolyK on March 09, 2013, 05:09:57 pm
Yeah, but obviously should be opened if DarkerDark wants it opened...

He can always re-open it if he needs to.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Kaelem Gaen** on **March 09, 2013, 05:22:37 pm**

Aye, gotta say it's time we put a paddlock on this thread, but give DarkDark a key..

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Armok** on **March 09, 2013, 05:54:50 pm**

This getting necro'd constantly and people getting pissed at it is part of our culture! You can't just destroy a tradition like that!

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Tiruin** on **March 09, 2013, 11:22:06 pm**

This thread can be locked or unlocked to the author/moderator's volition. It is, and will always be remembered.

While the occasional moment of praise is good, PM'ing the author with that notice is better. It will also get a higher chance of getting a reply from him back :)

Quote from: Armok on March 09, 2013, 05:54:50 pm
This getting necro'd constantly and people getting pissed at it is part of our culture! You can't just destroy a tradition like that!

Except when said thread is in the Hall of Legends - it will not be forgotten.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **DarkerDark** on **March 10, 2013, 11:42:56 am**

I keep telling myself I'll continue it, but it's been how long now? Truth be told, I just don't have the time like I used to. Back when I did Elves of Amanereli, I was working security at night, so I could pretty much draw while I was sitting in my little guard booth, but with my new job and the new social circles that came with it, I just don't have the free time. A guy can dream though.

Yeah, go ahead and lock this. If I start something again, I'll be making a new thread anyways.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Darvi** on **March 10, 2013, 11:45:02 am**

Why don't you just lock it?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **TolyK** on **March 10, 2013, 11:55:55 am**

(To do that edit the front post and lock it from there... you can unlock it later, I think)

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **USEC_OFFICER** on **March 10, 2013, 12:02:29 pm**

Quote from: TolyK on March 10, 2013, 11:55:55 am
(To do that edit the front post and lock it from there... you can unlock it later, I think)

(Yep. You should also be able to lock it from the bottom-left corner of the thread, or something like that.)

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **GrizzlyAdamz** on **March 11, 2013, 09:09:16 am**

Damn you DD, end it with a bang! Not a whimper.

-edit
btw, Eotyrannus is now cursed. He's killed the thread.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **SharpKris** on **March 11, 2013, 09:12:35 am**

its a sad day when an epic thread dies

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Siquo** on **March 11, 2013, 09:45:01 am**

Quote from: SharpKris on March 11, 2013, 09:12:35 am
its a sad day when an epic thread dies
And dies, and dies again, and again... and again.....

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Dariush** on **March 11, 2013, 10:38:25 am**

Quote from: Siquo on March 11, 2013, 09:45:01 am
Quote from: SharpKris on March 11, 2013, 09:12:35 am
its a sad day when an epic thread dies
And dies, and dies again, and again... and again.....
...and again, and again, and again...

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **freeformschooler** on **March 11, 2013, 10:38:55 am**

You guys complaining about the thread's end DO realize DD made an official announcement where he said he wanted to try a different forum game first before continuing this one, right?

Quote from: DarkerDark on January 26, 2013, 02:38:53 pm
I'm thinking I should try some other dwarf fortress related art adventure first, like "Goblins of Bax Ogom", "Dwarves of Coppergate", or "Humans of..." Actually, humans would be kind of boring, I think... Unless it was an adventurer we'd be playing as. Anyways, I'd like to start something related to Elves of Amanereli without it actually being Amala's caravan. I've got a few ideas in my head, I just want a bit of input from you guys before I go right off and start a whole new thread.

So it's likely we'll be seeing that before this comes back.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **kingfisher1112** on **March 11, 2013, 10:50:43 am**

Quote from: freeformschooler on March 11, 2013, 10:38:55 am
You guys complaining about the thread's end DO realize DD made an official announcement where he said he wanted to try a different forum game first before continuing this one, right?
Quote from: DarkerDark on January 26, 2013, 02:38:53 pm
I'm thinking I should try some other dwarf fortress related art adventure first, like "Goblins of Bax Ogom", "Dwarves of Coppergate", or "Humans of..." Actually, humans would be kind of boring, I think... Unless it was an adventurer we'd be playing as. Anyways, I'd like to start something related to Elves of Amanereli without it actually being Amala's caravan. I've got a few ideas in my head, I just want a bit of input from you guys before I go right off and start a whole new thread.
So it's likely we'll be seeing that before this comes back.

Yes. So quit complaining and let it end.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Urist McDwarfFortress** on **March 12, 2013, 02:00:45 pm**

Quote from: freeformschooler on March 11, 2013, 10:38:55 am
You guys complaining about the thread's end DO realize DD made an official announcement where he said he wanted to try a different forum game first before continuing this one, right?
So it's likely we'll be seeing that before this comes back.

I wouldn't call it "likely" at this point. He's been promising to continue this for what? A year, now? More? I've lost track. Anyone want to dig through the past hundred pages and find the last update? This thread is never going to go anywhere. Ever.

Just close it.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Dariush** on **March 12, 2013, 02:11:35 pm**

[Quote from: Urist McDwarfFortress on March 12, 2013, 02:00:45 pm](#)
past hundred pages

[Spoiler](#) (click to show/hide)



Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Darvi** on **March 12, 2013, 02:27:09 pm**

Forum layout elitism is best elitism.

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **GreatWormGold** on **March 12, 2013, 04:30:07 pm**

What's with it, anyways?

Title: **Re: Elves of Amanereli - Paint adventure**
Post by: **Toady One** on **March 12, 2013, 05:04:21 pm**

[Quote from: DarkerDark on March 10, 2013, 11:42:56 am](#)
Yeah, go ahead and lock this. If I start something again, I'll be making a new thread anyways.

It's getting attention now from people tired of the bumping, so I'm going to go ahead and lock it. Just let me know if you want it reopened.